MARVEL
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MARVEL AGE
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THE OFFICIAL MARVEL NEWS MAGAZINE!
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SALICRUP'S SECTION

In issue #27 of **MARVEL AGE MAGAZINE** we ran a ballot for the Comics Buyer's Guide Awards for 1984. If you voted then you already recieved issue #600 of **CBG** which ran the results. If you didn't vote, shame on you, and here are the results:

Favorite Editor: **Jim Shooter** (Runners up: **Marv Wolfman, Mike Gold, Dennis O'Neil, Ann Nocenti, Mark Gruenwald, Archie Goodwin, Len Wein, Roy Thomas, Danny Fingeroth, Karen Berger, Carl Potts, Julius Schwartz, Al Milgrom, Mike Carlin, Alan Gold** and **Dick Giordano.**)

Favorite Writer: **Chris Claremont** (Runners up: **Alan Moore, Marv Wolfman, John Byrne, Walter Simonson, Jim Shooter, Howard Chaykin, Roger Stern, Roy Thomas, Mike Grell** and **Louise Simonson.**)

Favorite Artist: **John Byrne** (Runners up: **George Perez, Bill Sienkiewicz, John Romita Jr., Howard Chaykin, Walter Simonson, Paul Smith** and **Mike Grell.**)

Favorite Cover: **NEW TEEN TITANS** #1 (Runners up: **MARVEL SUPER HEROES SECRET WARS** #1, **NEW MUTANTS** #18 and **SUPERMAN** #400.)

Favorite Comic Book: **X-MEN** (Runners up: **NEW TEEN TITANS/TALES OF THE TEEN TITANS, SAGA OF THE SWAMP THING, FANTASTIC FOUR, ALPHA FLIGHT, AMAZING SPIDER-MAN, AMERICAN FLAGG!, JON SABLE FREELANCE, NEW MUTANTS, CEREBUS, G.I. JOE, MARVEL SUPER HEROES SECRET WARS, THOR** and **LEGION OF SUPER-HEROES/TALES OF THE LEGION.**)

Favorite Story: *"The Judas Contract"* by **Marv Wolfman** and **George Perez, TALES OF THE TEEN TITANS** #42-44, **Annual** #3 (Runners up: *"Who is Donna Troy?"* by **Marv Wolfman** and **George Perez, THE NEW TEEN TITANS** #38; *"The Anatomy Lesson"* by **Alan Moore, Steve Bissette,** and **John Totleben, SAGA OF THE SWAMP THING** #21; *"And One Shall Surely Die"* by **John Byrne, ALPHA FLIGHT** #12; *"Life-death"* by **Chris Claremont, Barry Windsor-Smith** and **Terry Austin, X-MEN** #186; *"Secret Wars"* series by **Jim Shooter, Mike Zeck,** and **John Beatty, MARVEL SUPER HEROES SECRET WARS** #1-8 (only 1984 issues qualify for the award) and *"The Kid Who Collects Spider-Man!"* by **Roger Stern, Ron Frenz** and **Terry Austin, THE AMAZING SPIDER-MAN** #248.)

Favorite Book: **MARVEL GRAPHIC NOVEL #12 — DAZZLER: THE MOVIE,** by **Jim Shooter, Frank Springer** and **Vince Colletta** (Runners up: **THE UNCANNY X-MEN,** a Marvel trade paperback by **Chris Claremont, John Byrne** and **Terry Austin; ELFQUEST BOOK FOUR,** a Donning Press trade paperback by **Wendy** and **Richard Pini; THE COMIC BOOK PRICE GUIDE,** from Crown Books, by **Robert M. Overstreet; MARVEL GRAPHIC NOVEL #11 — VOID INDIGO** by **Steve Gerber** and **Val Mayerik; MARVEL GRAPHIC NOVEL #14 — SWORDS OF THE SWASHBUCKLERS** by **Bill Mantlo** and **Jackson Guice;** and **MANHUNTER,** a DC deluxe reprint by **Archie Goodwin** and **Walter Simonson.**)

Favorite Character: **Wolverine** (Runners up: **Spider-Man, Batman, Jon Sable, Cerebus, Swamp Thing, Reuben Flagg, Nightwing** and **Ambush Bug.**)

Favorite Supporting Character: **Raul the Cat** (Runners up: **Beta Ray Bill, Abby (Abigail Arcane Cable), Mary Jane Watson, Ambush Bug, Wolverine, Judah Maccabee** and **Nomad.**)

Favorite Publication About Comics: **AMAZING HEROES** (Runners up: **MARVEL AGE MAGAZINE, COMICS COLLECTOR, THE COMICS JOURNAL, COMICS INTERVIEW, COMICS FEATURE** and **THE COMIC READER.**)

Favorite Writer About Comics: **R.A. Jones** (Runners up: **Don Thompson, Robert Ingersoll, cat yronwode** and **Lawrence Watt-Evans.**)

(continued on page 20)

MARVEL AGEnda:

Coming Attractions 1
More Coming Attractions 6
Newswatch 8
Bozz Chronicles 12
Misty 14
Hembeck 16
The Mutant Report 18
Marvel Saga 27
Marvel Age — 1969 (Part II) 28
Letters 32

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Here is a complete checklist of what's happening in all the Marvel, Epic and Star titles bearing a **December** cover date.

A **Limited Series** is a title which runs only for a specific number of issues.
A **Graphic Novel** is a trade paperback-sized edition.
A **Direct Sales** title is available only at selected outlets.
Shipping Date refers to the date the comics leave the printer.

MARVEL COMING ATTRACTIONS

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Devastating news in **FANTASTIC FOUR**! A new science-fiction adventure series from Star Comics — **THUNDERCATS**! The exciting debut of **Millie the Model**'s niece, **Misty**, in her very own Star comic! The first issues of both the updated, expanded and better-than-ever **OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION** — and **THE MARVEL SAGA**, the ultimate history of the Marvel Universe! And that's just the start of all the surprising sneak peeks in this month's Coming Attractions!

Titles shipping **August 6**, on sale **August 27**.

THE THING #30 — **The Beyonder** in the wrestling ring? For **Ben Grimm**, you know this means war! This tie-in threatens to tear the secret off **SECRET WARS II**! "Above and Beyond" is written by **Mike Carlin**, penciled by **Ron Wilson** and inked by **Dennis Janke**. A tie-in with **SECRET WARS II** #5. 65¢.

DAREDEVIL #225 — What has happened to the **Nelson/Murdock** law firm? That's what **Foggy** wants to know! But **Foggy's** troubles are nothing compared to **Daredevil's**! He's just learned that the **Vulture** is on the loose — and that his first target is *Heather's grave!* "And Then You Die" is written by **Denny O'Neil** and drawn by **David Mazzucchelli**. 65¢.

THE NEW MUTANTS #34 — **The New Mutants** are out to break **Farouk's** evil grip over **Karma**. Can they do it? Not if **Farouk** has anything to say about it — and **Karma** has the power to make sure he does! Written by **Chris Claremont** and drawn by **Steve Leialoha**. 65¢.

WEB OF SPIDER-MAN #9 — A super hero past his prime! A scoop-hungry reporter desperate to make the big time! **Spider-Man** is stuck in the middle of "The Twilight Heroes" written by **David Michelinie**, penciled by **Geof Isherwood** and inked by **Vince Colletta**. 65¢.

THE WEST COAST AVENGERS #3 — **Tigra** vs. **Kraven** — but which one is the hunter and which one is the quarry? Plus: the competition to choose the sixth member intensifies! "Singleton" is written by **Steve Englehart**, penciled by **Al Milgrom** and inked by **Joe Sinnott**. 65¢.

PLANET TERRY #9 — The game is Galaxy Gallop — but it is *no* fun! If **Terry** loses in this inter-galactic TV game show — he will be lost in space! "Galaxy Gallop" is written by **Dave Manak**, penciled by **Warren Kremer** and inked by **Jon D'Agostino**. A Star Comic. 65¢.

FRAGGLE ROCK #5 — What would it be like to have your very own genie? **The Fraggles** find out — and that's when their troubles begin! "The Mean Genie" is written by **Stan Kay** and drawn by **Marie Severin**. A Star Comic. 65¢.

STRAWBERRY SHORTCAKE #5 — The new **Strawberry Shortcake** wants to change the weather! And what a storm she creates! "Weather or Not" is written by **Ben Brown**, penciled by **Howie Post** and inked by **Roberta Edelman**. A Star Comic. 65¢.

MISTY #1 — Meet **Misty Collins**! She's young, she's bright — and she's a contestant in the *Miss Heaventeen* Talent Contest! The prize: An honest-to-gosh role on a soap opera! "A Day To Forget" is by **Trina Robbins**. A Star Comic. 65¢.

THUNDERCATS #1 — Make way for the saviors of Third Earth — the savage **Thundercats**! But will even this strong-willed band led by the young **Lion-O** be enough to stop the evil hordes of the sinister **Slithe** and the terrible **Mumm-Ra**? Don't wait for your friends to tell you! A Star Comics series written by **David Michelinie**, penciled by **Jim Mooney** and inked by **Brett Breeding**. 65¢.

RED SONJA — THE MOVIE (Limited Series) #2 — The second part of the sensational sword-and-sorcery movie adaptation written by **Louise Simonson**, penciled by **Mary Wilshire** and inked by **Vince Colletta**. Mando paper. 75¢.

DREADSTAR AND COMPANY #6 — What is "Plan M"? How will it affect the 200-year-long Monarchy-Instrumentality War? **The Lord High Papal** wants to know. **Dreadstar** won't tell him, but everything is revealed to *you* in "Siege," the newsstand reprint edition of the epic tale from **DREADSTAR #6**. An Epic Comic. Mando paper. 75¢.

SQUADRON SUPREME (Limited Series) #4 — **The Squadron** is stunned when the one member they never thought would waver from their decision to rule the planet has a "Change of Heart." Written by **Mark Gruenwald**, penciled by **Bob Hall** and inked by **Sam de la Rosa**. Mando paper. 75¢.

THE INCREDIBLE HULK ANNUAL #14 — The ultra-rich **Hubert St. Johns** is out to steal the **Hulk's** gamma-based power! The trouble is — *he does!* Written by **John Byrne** and drawn by **Sal Buscema**. 48 pages. $1.25.

THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION #1 — It's back, and better than ever! The ultimate index of every major hero, villain and supporting cast member in the Marvel Universe is updated, jam-packed with information and illustrations! *Plus:* a new larger and standardized typeface, action shots galore and a special Marvel Universe Glossary that gives the low-down on all those jazzy terms used in the Marvel comics. From **the Abomination** to **Batroc's Brigade**, this 64 page volume has it all! Written by **Mark Gruenwald** and **Peter Sanderson**, with art by a host of Marvel's best! Mando paper. $1.50.

THE LIFE OF CAPTAIN MARVEL (Limited Series) #5 — The climax of the war against **Thanos**! Reprinting the second half of **CAPTAIN MARVEL #32**, and **CAPTAIN MARVEL #'s 33 and 34**. Plotted and penciled by **Jim Starlin**, dialogued by **Mike Friedrich** and **Steve Englehart**, and inked by **Klaus Janson**, **Dan Green** and **Jack Abel**. Baxter paper. $2.00.

Titles shipping **August 13**, on sale **September 3**.

THE AMAZING SPIDER-MAN #271 — He was **Spider-Man's** first "enemy," now, years later, the story can finally be told — "Whatever Happened to Crusher Hogan?" Written by **Tom DeFalco**, penciled by **Ron Frenz** and inked by **Joe Rubinstein**. 65¢.

CAPTAIN AMERICA #312 — Introducing: **Flag-Smasher**, the freedom-fighter gone mad! His goal: liberate Earth from the oppression of national rule! His target: The UN! "Deface the Nation" is written by **Mark Gruenwald**, penciled by **Paul Neary** and inked by **Dennis Janke**. 65¢.

POWER PACK #17 — As if things weren't bad enough in the South Bronx — here comes **the Super Snark!** Plus: **Power Pack** gets a new member, and wait until you see who he is! "Snark Attack" is written by **Louise Simonson**, penciled by **June Brigman** and inked by **Bob Wiacek**. 65¢.

MICRONAUTS #15 — The origin of **Marionette!** "The Dancer from the Dance" is written by **Peter B. Gillis** and drawn by **Kelly Jones**. 65¢.

ALPHA FLIGHT #29 — **The Hulk's** back on Earth — and unless **Alpha Flight** can unite to stop him, Vancouver will be destroyed! A turning point in the history of Marvel's northern stars! "Cut Bait" is by **Bill Mantlo, Mike Mignola** and **Gerry Talaoc**. 65¢.

WALLY THE WIZARD #9 — The beautiful **Princess Penelope** is dying! What can **Wally** to do save her? "Time after Tyme" is written and drawn by **Bob Bolling**. A Star Comic. 65¢.

TOP DOG (Limited Series) #5 — How do you catch a villain who is invisible? You send someone who can "see" with his nose! For the government, that someone is **Top Dog!** "Mr. Invisible" is written by **Lenny Herman**, penciled by **Warren Kremer** and inked by **Jacqueline Roettcher**. A Star Comic. 65¢.

HEATHCLIFF #5 — **Heathcliff** is kicked out of the **Nutmeg** house! And a robot cat is out to make sure he never darkens the **Nutmeg's** doorway again! "Computa-Cat" is written by **Michael Gallagher**, penciled by **Warren Kremer** and inked by **Jacqueline Roettcher**. A Star Comic. 65¢.

Meet the Thundercats . . . in their new Star Comic!

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MARVEL HEROES FOR HOPE — A story so big — and a cause so important — it took 54 creators to tell the tale! Starring **the X-Men**, in their desperate battle against **the Entity**, a creature that lives on human suffering! For full details, see this issue's *Mutant Report*. 48 pages. $1.50.

THE MARVEL SAGA #1 — It begins at the beginning —at the very start of the Marvel Universe! It'll continue all the way through — right up to today! If you've *ever* had any questions about Marvel history — this series will answer them all! Written by **Peter Sanderson**. Mando paper. $1.00.

DOCTOR STRANGE #74 — **The Beyonder** unearths **Doc's** past in his quest to find enlightenment in this mystical tie-in with **SECRET WARS II** #6. "And Now . . . The Beyonder" is plotted by **Roger Stern**, scripted by **Peter B. Gillis** and drawn by **Mark Badger**. 65¢.

GROO THE WANDERER #10 — **Groo** meets someone who is everything he's not — talented and smart. "The Hero" is by **Sergio Aragonés** with **Mark Evanier**. An Epic Comic. Mando paper. 75¢.

LONGSHOT (Limited Series) #4 — Diamonds are a **Longshot's** best friend — and everyone he gives them to loves him! But what **Spider-Man** and **the She-Hulk** want to know is . . . where did he get them? Written by **Ann Nocenti** and drawn by **Art Adams**. Mando paper. 75¢.

THE VISION AND SCARLET WITCH (Limited Series) #3 — **Salem's Seven** are back — and that bodes *very* ill for **Agatha Harkness, Wanda's** mentor! Plus: the biggest-ever development in **the Vision** and **the Scarlet Witch's** marriage! "Ancestors" is written by **Steve Englehart**, penciled by **Richard Howell** and inked by **Jim Mooney**. Mando paper. 75¢.

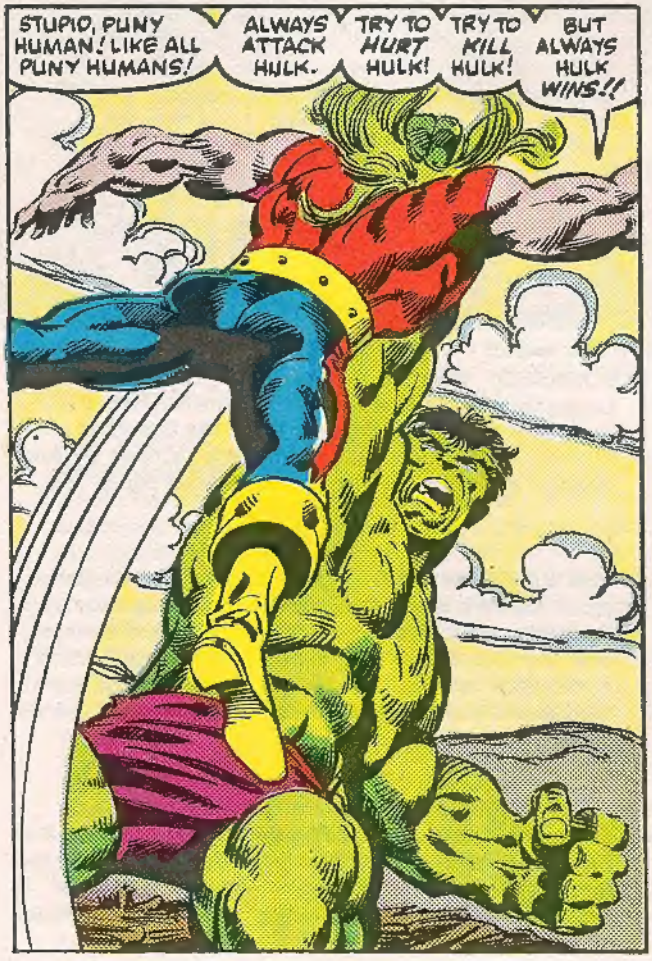
ROM ANNUAL #4 — The renegade **Pulsar** returns! And **the Shi'ar** blame **Rom** and his fellow Spaceknights for the renegade's devastation! "Blows Against the Empire" is written by **Bill Mantlo**, penciled by **Steve Ditko** and inked by **Al Milgrom**. $1.25.

THE FANTASTIC FOUR INDEX #1 — Everything you wanted to know about issues 1–18 of **THE FANTASTIC FOUR** and more! Full cover color reproductions, a new cover by **John Byrne** plus a special back cover treat: the alternate cover of **THE FANTASTIC FOUR** #3 drawn by **Jack Kirby** and presented for the first time full-size and in color! Compiled by **George Olshevsky**. Mando paper. Direct sales only. 32 pages. $1.25.

THE SAVAGE SWORD OF CONAN #118 — **Conan** and his men enter the mysterious Valley of Howls in search of treasure. But the price for the riches may prove more than what he is willing to pay! "Valley of Howls" is written by **Larry Yakata** and drawn by **Gary Kwapisz**. A Marvel Magazine. $1.50.

THE BLACK DRAGON (Limited Series) #6 — The final issue! **James Dunreith, Robin Hood** and his merry men, **Eleanor of Aquitaine** and the faeries against **Edmund de Valere**, his daughter **Elliane** and — **the Black Dragon!** Written by **Chris Claremont** and drawn by **John Bolton**. An Epic Comic. Baxter paper. *For mature readers*. Direct sales only. $1.50.

THE SISTERHOOD OF STEEL #6 — **Boronwë** must bring back her former swordmate **Keiki** dead or alive! If she does not, she'll be tried for treason! "Loyalties" is written by **Christy Marx** and drawn by **Mike Vosburg**. An Epic Comic. Baxter paper. Direct sales only. *For mature readers*. $1.50.



Titles shipping **August 20**, on sale **September 10**.

MARVEL AGE MAGAZINE #33 — The winner of the Houston Comics Fair's pulse-pounding Penciling Contest! The low-down on the **Spider-Man** conference! **The Punisher**, and oh . . . maybe some information on **X-FACTOR**. Mando paper. Direct sales only. 35¢.

THE INCREDIBLE HULK #314 — **The Hulk** returns to Earth! And **Doc Samson** sends against him every one of his old foes including **the Rhino, the Abomination** and . . . **the Leader**! "Call of the Desert" premieres **the Hulk's** new writer and artist, **John Byrne**! 65¢.

THE AVENGERS #282 — **The Avengers** are kicked out of New York City! If that's not bad enough, here comes **the Sub-Mariner**! "Many Brave Hearts" is written by **Roger Stern**, penciled by **John Buscema** and inked by **Tom Palmer**. 65¢.

CONAN #177 — **Nostume**, the sinister time traveler, is back! His plan: destroy **Tetra, Delmurio** and **Conan** in the bottomless "Well of Souls!" Written by **Jim Owsley**, penciled by **John Buscema** and inked by **Bob Camp**. 65¢.

NIGHTCRAWLER (Limited Series) #2 — Still trapped in the Well at the Center of Time — at the mercy of **Shagreen the Sorcerer** — **Nightcrawler** must save the princess **Sabree**! More swashbuckling action from the typewriter, pencil and pen of **Dave Cockrum**! Mando paper. 75¢.

MARVEL TALES #182 — **J. Jonah Jameson's** son becomes a super hero in "The Birth of a Super Hero!" reprinting the classic adventure from **THE AMAZING SPIDER-MAN** #42 written by **Stan Lee**, penciled by **John Romita** and inked by **Mike Esposito**. 65¢.

MOON KNIGHT #6 — There are *three*, count 'em, *three* special **Moon Knight** stories under preparation right now — and *one* of 'em will be in this thrill-packed issue! **Denny O'Neil's** been sworn to secrecy about the contents — but he did tell us it'll be a real chiller! 65¢.

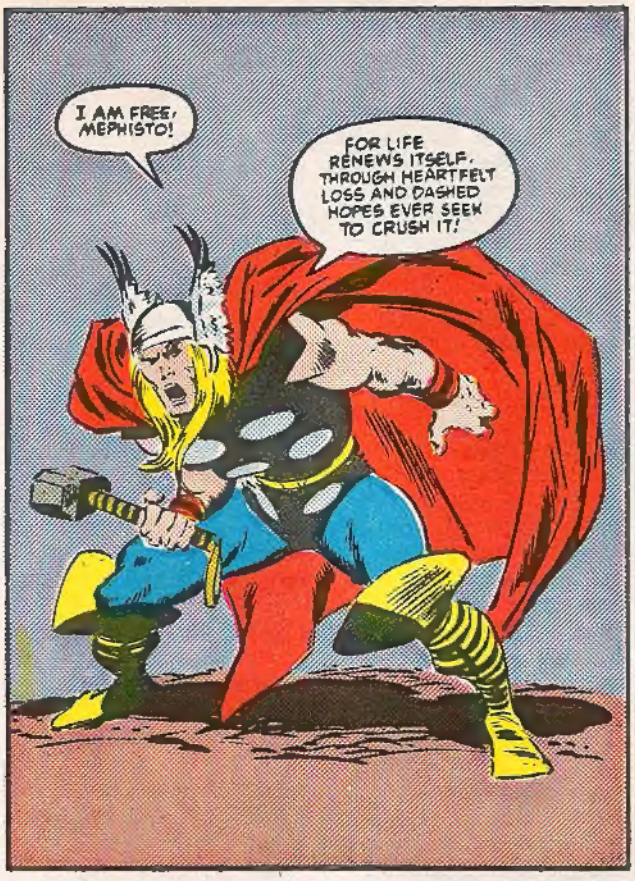
G.I. JOE #42 — **Snake Eyes** and **Stalker** confront a ghost from the past! Plus: a serious shake-up strikes the leadership of **G.I. Joe**! "Ties that Bind!" is written by **Larry Hama**, penciled by **Rod Whigham** and inked by **Andy Mushynsky**. Mando paper. 75¢.

THE ETERNALS (Limited Series) #3 — **The Deviants** want war — and **the Eternals** are ready to give it to them! "Strategies of Suicide" is written by **Peter B. Gillis**, penciled by **Sal Buscema** and inked by **Al Gordon**. Mando paper. 75¢.

THE X-MEN #200 — The earth-shattering — and we mean *earth*-shattering trial of **Magneto**! A double-sized saga that shall change forever the course of the human/mutant conflict! Written by **Chris Claremont**, penciled by **John Romita Jr.** and inked by **Dan Green**. $1.25.

THOR ANNUAL #13 — **Thor** enters the demonic realm of **Mephisto** to rescue the brother of his sworn enemy, **Ulik the Troll**! Written by **Alan Zelenetz** and drawn by **John Buscema**. $1.25.

DREADSTAR #21 — **Dreadstar** loses yet another teammate as he and his allies try to flee the **Lord High Papal's** forces in "Blowout," written and penciled by **Jim Starlin** and inked by **Sam de la Rosa**. An Epic Comic. Direct sales only. Baxter paper. $1.50.



THE X-MEN AND ALPHA FLIGHT (Limited Series) #1 — **Loki**, Asgardian lord of villainy, vs. **the X-Men** and **Alpha Flight**! Plotted by **Ann Nocenti**, **Denny O'Neil** and **Jim Shooter**, dialogued by **Chris Claremont**, penciled by **Paul Smith** and inked by **Bob Wiacek**. Mando paper. 75¢.

Titles shipping **August 27**, on sale **September 17**.

THE FANTASTIC FOUR #285 — **The Human Torch** no more! We're *not* kidding! "Hero" is written and penciled by **John Byrne**, inked by **Al Gordon** and ties in with **SECRET WARS II**! 65¢.

IRON MAN #201 — The secret of **Bethany Cabe**! The fate of **Tony Stark**! And . . . "The Revenge of the Masque!" Written by **Denny O'Neil**, penciled by **Mark Bright** and inked by **Ian Akin** and **Brian Garvey**. 65¢.

PETER PARKER THE SPECTACULAR SPIDER-MAN #109 — The slayer of **Jean DeWolff** is revealed! Now, how can **Spidey** and **Daredevil** stop him from killing his next victim — **J. Jonah Jameson**! "He Who Is without Sin" is written by **Peter David**, penciled by **Rich Buckler** and inked by **Brett Breeding**. 65¢.

STAR WARS #102 — **Luke** and **Lando** return to Iskalon to tell **Kiro**'s family of his death. Waiting for them . . . ruthless **Negal** invaders. And Iskalon's staunchest defender is . . . *Kiro himself!* Written by **Jo Duffy**, penciled by **Sal Buscema** and inked by **Sam de la Rosa**. 65¢.

THOR #362 — **Thor**, **Balder** and their friends have defeated **Hela** and her hordes. Now they are free to leave Hel — or are they? "Day of Wrath, or Hel Is for Heroes" is written and drawn by **Walt Simonson**. 65¢.

TRANSFORMERS #11 — **Buster Witwickey** has the **Creation Matrix** — the awesome code used to program new Transformer life — and **the Decepticons** will stop at nothing to get it! Can **the Autobots** save their human ally? "Brainstorm!" is written by **Bob Budiansky**, penciled by **Herb Trimpe** and inked by **Sam de la Rosa**. 65¢.

ELFQUEST #5 — **Cutter** faces his greatest challenge . . . and risks death as he and **Rayek** complete their duel! "The Bridge of Destiny" is written by **Wendy** and **Richard Pini** and drawn by **Wendy Pini**. An Epic Comic. Mando paper. 75¢.

SECRET WARS II (Limited Series) #6 — **The Beyonder** becomes the ultimate super hero! What that means to Earth, and all the evil on it, not even we dare say! Written by **Jim Shooter**, penciled by **Al Milgrom** and inked by **Steve Leialoha**. Mando paper. 75¢.

THE NEW DEFENDERS #150 — **The New Defenders** are in space. The galaxy destroying **Star Thief** is why. Even with the help of The Cosmic Cube and the aliens **Moe**, **Larry**, **Curly** and **Shemp**, will **the New Defenders** be able to stop him? "The Stars in Their Courses" is written by **Peter B. Gillis**, penciled by **Don Perlin** and inked by **Randy Emberlin** and **Alan Kupperberg**. A double-sized issue! $1.25.

THE AMAZING SPIDER-MAN INDEX #9 — The conclusion of the first series! The complete synopses, color cover reproductions and credits for **AMAZING SPIDER-MAN #**'s 197–217, and Annual #13. Compiled by **George Olshevsky**. Cover by **Keith Pollard**. 32 pages. Mando paper. $1.25.

DOCTOR WHO #15 — The **Peter Davison Doctor** debuts in this issue's opening chapters of the epic "Tides of Time," written by **Steve Parkhouse** with art by **Dave Gibbons**! Plus the astounding story of industrial king **Max Fisher** in "Business as Usual!" And **Patrick Daniel O'Neill**'s overview of the career of **the Doctor's** arch enemy, **the Master**, concludes, while *Who Knows* continues to keep you up to date on the latest **Who** news! Baxter paper. Direct sales only. $1.50.

THE NEW MUTANTS SPECIAL #1 — A story that started in **X-MEN AND ALPHA FLIGHT! The New Mutants! Storm! The Enchantress!** 64 pages — no ads! Baxter paper! And on sale everywhere! What more could you ask? $1.50.

ALIEN LEGION #10 — The whole planet is on the attack — and **the Alien Legion** and **Harklions** will soon be history, unless they can perform the impossible — create an alliance! Written by **Alan Zelenetz**, penciled by **Chris Warner** and inked by **Randy Emberlin**. Plus a special back-up feature focusing on the **Legion** shuttle circling the planet, written by **Alan Zelenetz**, penciled by **Larry Stroman** and inked by **Randy Emberlin**. An Epic Comic. Baxter paper. Direct sales only. $1.50.

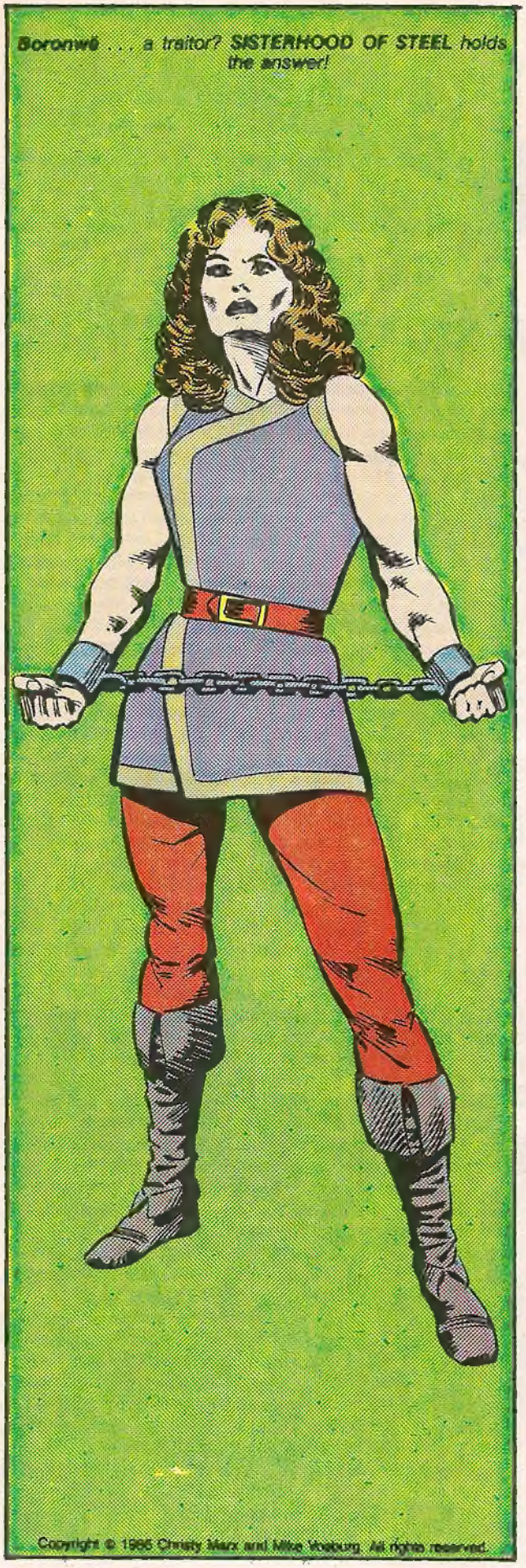
MARVEL GRAPHIC NOVEL #19: THE WITCH QUEEN OF ACHERON — **Prince Tarascus** seeks the fabled treasure of ancient Acheron, and he's vowed that **Conan** will get it for him — even if it means risking the curse of **Xaltana**, the Witch Queen! It's a **Conan** saga that's packed with plot twists and artistry that will leave you breathless! Written by **Don Kraar**, penciled by **Gary Kwapisz** and inked by **Armando Gil**. Hudson paper. A Marvel Graphic Novel. $6.95.

Titles shipping in **September.**

THE THING #31 — "Devil Dinosaur the Movie" by **Carlin, Wilson** and **Janke.**
DAREDEVIL #226 — by **O'Neil** and **Mazzucchelli.**
THE NEW MUTANTS #35 — by **Claremont, Wilshire** and **Sienkiewicz.**
WEB OF SPIDER-MAN #10 — by **Fingeroth** and **Mooney.**
THE WEST COAST AVENGERS #4 — "Master Pandemonium" by **Englehart, Milgrom** and **Sinnott.**
PLANET TERRY #10
PETER PORKER, THE SPECTACULAR SPIDER-HAM #5
CLOAK AND DAGGER #4 — by **Mantlo, Leonardi** and **Austin.**
SECTAURS #4 — by **Mantlo, Geiger** and **Del Beato.**
SQUADRON SUPREME #5 — "Turnabout" by **Gruenwald, Hall** and **Beatty.**
CONAN THE KING #32 — by **Kraar, Docherty** and **Colletta.**
THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION #2 — compiled by **Gruenwald** and **Sanderson.**
SWORDS OF THE SWASHBUCKLERS #4 — by **Mantlo, Guice** and **Villamonte.**
MOONSHADOW #5 — by **DeMatteis** and **Muth.**
STARSTRUCK #5 — by **E. Lee** and **Kaluta.**
THE AMAZING SPIDER-MAN #272 — by **DeFalco, S. Buscema** and **Isherwood.**
CAPTAIN AMERICA #313 — "Mission: Murder Modok!" by **Gruenwald, Neary** and **Williamson.**
POWER PACK #18 — by **L. Simonson, Brigman** and **Wiacek.**
MICRONAUTS #16 — by **Gillis** and **Jones.**
ALPHA FLIGHT #30 — by **Mantlo, Mignola** and **Talaoc.**
WALLY THE WIZARD #10
EWOKS #5
THE FURTHER ADVENTURES OF INDIANA JONES #33 — by **L. Grant** and **Ditko.**
DAZZLER #41 — by **Goodwin, Chadwick** and **Guice.**
GROO #11 — by **Aragonés** with **Evanier.**
LONGSHOT #5 — by **Nocenti** and **Adams.**
THE VISION AND SCARLET WITCH #4 — by **Englehart, Howell** and **Mooney.**
THE X-MEN ANNUAL #9 — by **Claremont, Adams** and **Austin.**
THE FANTASTIC FOUR INDEX #2 — compiled by **Olshevsky.**
THE SAVAGE SWORD OF CONAN #119 — "Homecoming" by **Yakata** and **Chan.**
THE ONE #3 — by **Veitch.**
TIMESPIRITS #7 — by **Perry** and **Yeates.**
MARVEL AGE MAGAZINE #34 — **SIX FROM SIRIUS II** — and more!
THE INCREDIBLE HULK #315 — by **Byrne.**
THE AVENGERS #263 — "What Lurks Below" by **Stern, J. Buscema** and **Palmer.**
CONAN #178 — by **Owsley, J. Buscema** and **Camp.**
MARVEL TALES #183 — by **Lee, Romita** and **Esposito.**
THE X-MEN #201 — by **Claremont, Romita Jr.** and **Green.**
ROM #74 — by **Mantlo** and **Ditko.**
CARE BEARS #2
MOON KNIGHT #7
POWER MAN AND IRON FIST #121 — by **Owsley, Bright** and **Acerno.**
ROYAL ROY #5 — by **Gerberg, Kremer** and **D'Agostino.**
MUPPET BABIES #5 — by **Kay** and **Severin.**
GET ALONG GANG #5 — by **Manak, Costanza** and **Roettcher.**
THE SWORD OF SOLOMON KANE #3 — by **Macchio** and **Blevins.**
G.I. JOE #43 — by **Hama, Whigham** and **Mushynsky.**
NIGHTCRAWLER #3 — by **Cockrum.**
THE ETERNALS #4 — by **Gillis, S. Buscema** and **Gordon.**
THE PUNISHER #1 — by **S. Grant, Zeck** and **Beatty.**
THE X-MEN AND ALPHA FLIGHT #2 — by **Shooter, O'Neil, Nocenti, Claremont, Smith** and **Wiacek.**
MARVEL FANFARE #24
FANTASTIC FOUR #286 — "Like A Phoenix" by **Byrne** and **Austin.**
IRON MAN #202 — by **O'Neil, Bright, Akin** and **Garvey.**
PETER PARKER THE SPECTACULAR SPIDER-MAN #110 — by **David, Buckler** and **Breeding.**
THE NEW DEFENDERS #151 — by **Gillis** and **Perlin**
STAR WARS #103 — by **Duffy, Martin** and **Nichols.**
THOR #363 — by **W. Simonson.**
THE TRANSFORMERS #12 — by **Budiansky** and **Perlin**
ELFQUEST #6 — by **W.** and **R. Pini.**
SECRET WARS II #7 — by **Shooter, Milgrom** and **Leialoha.**
MARVEL TEAM-UP INDEX #1 — compiled by **Olshevsky.**
THE HANDBOOK OF THE CONAN UNIVERSE #1 — by **Zelenetz.**
DOCTOR WHO #16
COYOTE #15 — by **Englehart** and **Truog.**
SAVAGE TALES #2
EPIC ILLUSTRATED #33
MARVEL GRAPHIC NOVEL #20: **GREENBERG THE VAMPIRE**

Titles shipping in **October.**

THE THING #32 — by **Carlin, Wilson** and **Janke.**
DAREDEVIL #227 — by **O'Neil** and **Mazzucchelli.**
THE NEW MUTANTS #36 — by **Claremont, Wilshire** and **Sienkiewicz.**
WEB OF SPIDER-MAN #11 — by **Fingeroth** and **McLeod.**
THE WEST COAST AVENGERS #5 — by **Englehart, Milgrom** and **Sinnott.**
PLANET TERRY #11 — by **Manak, Kremer** and **D'Agostino.**
FRAGGLE ROCK #6 — by **Kay** and **Severin.**
STRAWBERRY SHORTCAKE #6 — by **Kay, Post** and **Edelman.**


Boronwé . . . a traitor? SISTERHOOD OF STEEL holds the answer!
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THUNDERCATS #2 — by **Michelinie, Mooney** and **Breeding.**
RED SONJA #12 — by **L. Simonson** and **Wilshire.**
SQUADRON SUPREME #6 — "The Inner Circle" by **Gruenwald, Hall** and **Beatty.**
CONAN ANNUAL #10
THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION #3 — by **Gruenwald** and **Sanderson.**
STARSTRUCK #6 — by **E. Lee** and **Kaluta.**
BOZZ CHRONICLES #1 — by **Michelinie** and **Blevins.**
THE AMAZING SPIDER-MAN #273 — by **DeFalco, Frenz** and **Rubinstein.**
CAPTAIN AMERICA #314 — "Asylum" by **Gruenwald, Neary** and **Williamson.**
MICRONAUTS #17 — by **Gillis** and **Jones.**
ALPHA FLIGHT #31 — by **Mantlo, Mignola** and **Talaoc.**
WALLY THE WIZARD #11
TOP DOG #6 — by **Herman, Kremer** and **Roettcher.**
HEATHCLIFF #6 — by **Gallagher, Kremer** and **Roettcher.**
MISTY #2 — by **Robbins.**
DOCTOR STRANGE #75 — by **Stern** and **Badger.**
GROO THE WANDERER #12 — by **Aragonés** with **Evanier.**
THE VISION AND SCARLET WITCH #5 — by **Englehart, Howell** and **Mooney.**
THE FANTASTIC FOUR INDEX #3 — compiled by **Olshevsky.**
LONGSHOT #6 — by **Nocenti** and **Adams.**
POWER PACK #19 — by **L. Simonson, Brigman** and **Wiacek.**
SAVAGE SWORD OF CONAN #120 — "Star of Thamazu" by **Yakata** and **Marcos.**
THE SISTERHOOD OF STEEL #7 — by **Marx** and **Vosburg.**
MARVEL AGE MAGAZINE #35 — A day in the life of Marvel Comics!
THE INCREDIBLE HULK #316 — by **Byrne.**
THE AVENGERS #264 — by **Stern, J. Buscema** and **Palmer.**
CONAN #179 — by **Owsley, J. Buscema** and **Palmer.**
MARVEL TALES #184 — by **S. Lee, Romita** and **Esposito.**
X-MEN #202 — by **Claremont, Romita Jr.** and **Green.**
ROM #75 — by **Mantlo** and **Ditko.**
MOON KNIGHT #8
G.I. JOE #44 — by **Hama, Whigham** and **Mushynsky.**
NIGHTCRAWLER #4 — by **Cockrum.**
THE ETERNALS #5 — by **Gillis, S. Buscema** and **Gordon.**
THE PUNISHER #2 — by **S. Grant, Zeck** and **Beatty.**
DREADSTAR #22 — by **Starlin** and **De la Rosa.**
FANTASTIC FOUR #287 — by **Byrne** and **Gordon.**
IRON MAN #203 — by **O'Neil, Bright, Akin** and **Garvey.**
PETER PARKER THE SPECTACULAR SPIDER-MAN #111 — by **David, Beachum** and **Rubinstein.**
THOR #364 — by **Simonson.**
THE TRANSFORMERS #13 — by **Budiansky** and **Perlin.**
ELFQUEST #7 — by **W.** and **R. Pini.**
SECRET WARS II #8 — by **Shooter, Milgrom** and **Leialoha.**
MARVEL TEAM-UP INDEX #2 — compiled by **Olshevsky.**
X-FACTOR #1 — by **Layton** and **Guice.**
THE NEW DEFENDERS #152 — by **Gillis** and **Perlin.**
DOCTOR WHO #17
SIX FROM SIRIUS II #1 — by **Moench** and **Gulacy.**
ALIEN LEGION #11 — by **Zelenetz** and **Warner.**
MARVEL GRAPHIC NOVEL #21: **THE HILLS ARE ALIVE** — by **Wrightson.**

NEWSWATCH

A few items of note
with which to enrich your life!

ITEM! You may have noticed a plethora of creators — both top professionals and talented newcomers — working on the three **Spider-Man** series of late. Well, it was all part of a plan on Spider-Editor **Jim Owsley**'s part to find just the right creative teams for the books, and now he's done it! The teams are: Writer **Tom DeFalco**, penciler **Ron Frenz** and inker **Joe Rubinstein** on **THE AMAZING SPIDER-MAN**; writer **Peter David**, penciler **Rich Buckler** and inker **Brett Breeding** on **PETER PARKER THE SPECTACULAR SPIDER-MAN**; and writer **David Michelinie**, penciler **Marc Sylvestri** and inker **Kyle Baker** on **WEB OF SPIDER-MAN**. **Joe Rosen** will be lettering **AMAZING**, and **Phil Felix** will be lettering the others. **Bob Sharen** will color all three. Now that the teams are set and in gear, look forward to the three titles becoming more solid and unified than ever — as well as each having a distinct personality and direction of its own!

ITEM! Working full-time as Marvel's Special Projects Editor and writing **TRANSFORMERS** every month (as well as taking on other odd projects here and there) wasn't enough for **Bob Budiansky**. So beginning in late September of this year, he'll also be teaching! The name of the class is "Comic Book Illustration," and it'll be offered by the Parsons School of Design. **Bob** will focus on all the fundamentals of drawing a comic the Marvel way: Form, light and shadow, proportion, perspective, dynamics, composition, storytelling, and so forth. The class will be given at night, once a week for 12 two-hour sessions. Aspiring Marvel artists who are interested and in the NYC area should contact:

Parsons Midtown Campus
560 Seventh Avenue
New York, NY 10018
212–741–7546

for more information. Ask for their Fall '85 catalogue. And if you attend the class, **Bob** warns . . . bring a pencil!

ITEM! You wanted it . . . you demanded it . . . well, now you've got it! This September will see the first issue of the action-packed **PUNISHER Limited Series!** Written by **Steven Grant**, with art by the reunited **SECRET WARS I** team of penciler **Mike Zeck** and inker **John Beatty**, the Limited Series will run five issues. The first issue will be double-sized, on Mando paper, and cost $1.25. The following four issues will be normal-sized 75 cent Mando books. Look for **THE PUNISHER** . . . or he may come looking for *you!*

ITEM! We get a lot of letters saying our artwork should be in museums! Well, guess what? Some of it is! There are two comics-oriented exhibits currently going on around here, and if you're in the area, you might want to catch 'em! The first is the *"Comics Come Alive"* show at the Children's Museum of Manhattan, on 314 W. 54th St. in New York (near 8th Ave.). It features a collection of cartoons, comic strips, and covers of popular and classic comic books, all of which have been lent or donated to the museum by the owners. The show also features a *"Comics and Feelings"* exhibit, including material from **IRON MAN** during **Tony Stark**'s ordeal with alcoholism, and the **SPIDER-MAN AND POWER PACK** anti-child abuse book; and a hands-on lab where kids can write and draw their own comic strips. The museum is open to school groups Tuesdays–Fridays from 9AM to 5PM, and to the general public Wednesdays–Sundays 1PM to 5PM. Admission is $1 for adults and $2 for children on weekdays, and a dollar more on weekends. The show will run through October. Meanwhile (as we've been known to say a time or two) at the Museum of Cartoon Art on Comly Ave in Rye Brook, New York, 10573 . . . *"The Art of Marvel — Past, Present and Future"* takes over the museum from July 7 to October 13! The exhibit features art dating back to the very beginning of the Marvel Age of Comics in **FANTASTIC FOUR** #1, and work from practically everyone working for Marvel today, including some stuff that's so new it hasn't even seen print yet! The museum is open Tuesday–Friday 10AM to 4PM and Sunday 1PM to 5PM. Admission is $1.50 for adults, $1.00 for students, and 75 cents for senior citizens and children under 12.

ITEM! Been wondering what's become of **Kerry Gammill**, the dynamic penciler whose renditions of **POWER MAN AND IRON FIST**, **MARVEL TEAM-UP** and **INDIANA JONES** set fandom on its collective ear? Well, wonder no more! You may have caught the talented **Mr. G**'s work on a number of covers, including **ROM**, **THE AVENGERS ANNUAL**, **THE FANTASTIC FOUR ANNUAL**, and our very own **MARVEL AGE ANNUAL**! In fact, he's hard at work on a **SPIDER-MAN INDEX** cover too — as well as working on a special **Captain America** adventure that has to be seen to be believed! Imagine if you will, **Cap** trapped between the fury of the **Yellow Claw** — and the *assistance* of the fabulous **Frog-Man**! **Kerry's** pencils are the talk of the office, and while we're not quite sure yet where the story is going to turn up, we can guarantee it's well worth the wait!

ITEM! Christy Marx, creator/writer of the Epic series **THE SISTERHOOD OF STEEL**, not only writes the book — she's involved in it long after the scripts are turned in! **Christy** is setting up a communications network between herself and specialty shop retailers to get audience feedback about the series — and don't be surprised if you see **Christy** and artist **Mike Vosburg** making a personal appearance at a store near you! In addition, **Christy** is starting a personal newsletter, **SCROLLS OF THE SISTERHOOD**. It'll be bimonthly, and available by subscription only, 6 issues for $9.00. The newsletter will deal with behind-the-scenes information about **THE SISTERHOOD OF STEEL**, including letters from readers that didn't fit on the letters page, personal replies, background info on how **the Sisterhood** was developed, unpublished art by **Mike Vosburg**, fan art, information on production techniques, updated glossaries for the series, and more! **SISTERHOOD**-fans who'd like to subscribe to the newsletter should send a check or money order to:

Christy Marx
P.O. Box 894
Wrightwood, CA 92397

ITEM! So that's it — how does it feel to have been enriched?

NEWSWATCH EXTRA

SETTING THE WOODS ON FIRE

Steve Englehart's COYOTE continues to break new ground in the comics medium as it explores the mystical and political intrigues that surround us all! This Epic Comics series is taking it on the road, starting with issue #14, with an attempted flight to the Soviet Union. **Sly (Coyote) Santangelo,** the shape-shifting adventurer, and **Tally Gianetti,** the reincarnation of the **Coyote-God's** mate, accompany ex-KGB agent **Slash** as she heads behind the Iron Curtain to confront the ones who turned her into what **Steve Englehart** described as "a walking death machine!" Unfortunately for **Sly** and company, but fortunately for **COYOTE** readers, the flight is downed in Madison, Wisconsin, home of First Comics' character **the Badger.** According to **Steve,** he and **Badger** author **Mike Baron** have been talking about a crossover for a long time, and this is the first opportunity they've had to work one into their respective books' schedules. That flight is brought down by some mighty bad weather courtesy of **Ham the Weather Wizard,** one of **the Badger's** closest companions. **Steve, Mike,** and **COYOTE** artists **Charles Truog** and **Frank Springer** make this a crossover you'll never forget!

The issue also contains a backup feature, the concluding chapter of the three-part **Scorpio Rose** tale, which fills us in on details concerning the early days of the immortal tarot-guided adventurer's career in the 17th Century! More on her in a little while . . .

Issues #15 and #16 of **COYOTE** are a two-part story, 30 pages each, involving many of the **COYOTE** cast members. **Sly, Tally,** and **Slash** finally

I'M GOING TO HAVE TO SET US DOWN!
WHAT--? AND GIVE HIM THE AIR ADVANTAGE?
MOLECULES! LI'L TINY UNIVERSES! --UNIVERS!
I'M GEDDIN' SICK--!
"TALLY!

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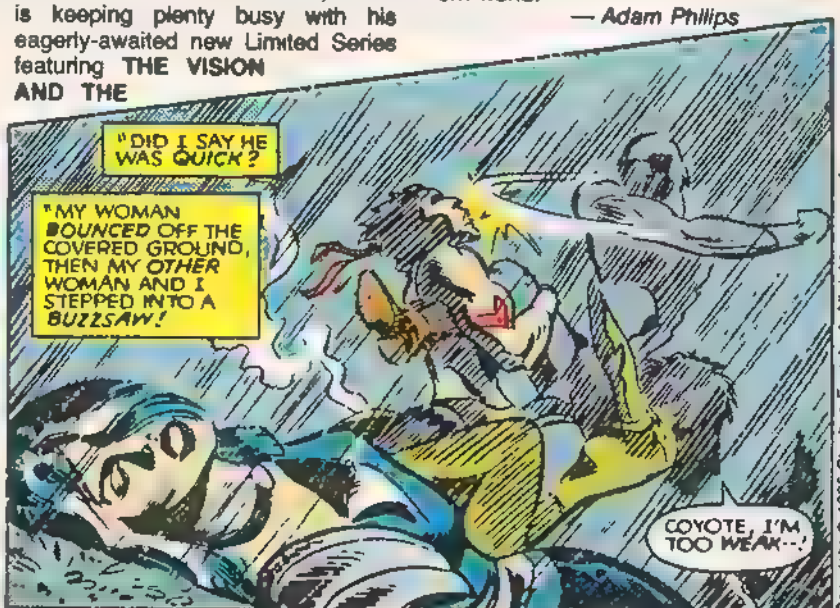
make it out of Wisconsin and into the U.S S.R., where they get involved with many Soviet institutions, as well as some of the top-ranking members of the Soviet government and **the Shadow Cabinet.** According to **Steve,** Soviet leader **Gorbachev** is as solidly connected to **the Shadow Cabinet** as was his predecessor, **Andropov.** "What **Coyote, Slash,** and **Tally** end up falling into is a plot to do some nasty things to **President Reagan** at the **Gorbachev/Reagan** summit conference," said **Steve.**

Also appearing in these two issues will be **the Djinn** and **Scorpio Rose. The Djinn,** leader of the international cult of assassins known as **the Hashishin,** sees **Coyote's** connections with **the Shadow Cabinet** as potentially useful. Since **Sly** is not loyal to **the Shadows, the Djinn** wants to get involved with him and see if **Sly** can be used for his purposes. He feels **Coyote** would make a perfect spy for his **Hashishin!** You can bet his purposes are certainly less than benevolent! As for **Scorpio Rose, Steve** would only say that she senses the forces at play and decides that she must be present for the struggle!

Issue #16 wraps up the major storyline currently running in **COYOTE,** involving the KGB, CIA, **the Shadow Cabinet** and many of the other groups and characters that **Steve** has introduced or hinted at during **Coyote's** career. The series is left open-ended, so that it may continue at some time in the future. In the meantime, **Steve** is keeping plenty busy with his eagerly-awaited new Limited Series featuring **THE VISION AND THE SCARLET WITCH** and **THE SILVER SURFER,** as well as his regular monthly **WEST COAST AVENGERS** series. And if readers of **Steve's** current and upcoming stories demand it, **COYOTE** may return with new tales of the desert dwellers and their struggle with the sinister forces of the modern world!

— Adam Phillips


"DID I SAY HE WAS *QUICK*?
"MY WOMAN *BOUNCED* OFF THE COVERED GROUND, THEN MY *OTHER* WOMAN AND I STEPPED INTO A *BUZZSAW!*
COYOTE, I'M TOO WEAK--!

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PACKING IN THE POWER

Marvel's unique pre-teen super-team, Power Pack, is going to be mighty busy over the next year or so. Writer of **the Pack, Louise Simonson,** says that she and **Brent Anderson,** the team's new regular penciller, plan to have **the Pack** play host to one of the most star-studded parties in years, meet Marvel megastars such as **the New Mutants** and **the Beyonder,** gain a new member, and much more!

Issue #17, shipping this month, is the concluding half of the story that adds three new members to the cast of **POWER PACK,** currently made up of the four **Power** siblings — **Alex, Julie, Jack,** and **Katie,** better known as **Gee, Lightspeed, Mass Master,** and **the Energizer** — and their parents, among others. According to **Louise,** "There's a little **Kymellian** boy named **Kofi,** who's the son of a **Kymellian** ambassador to **the Snarks. Kofi** discovers a **Snark** plot to send a **Super-Snark** to Earth to capture **the Power Pack!" Kofi** comes to Earth to warn them, and ends up sticking around for quite a while. **The Super-Snark** is called **Jakal,** and he thinks **the Power Pack** kids have the ability to transfer their powers like **Whitley, the Kymellian** who gave them their powers. His plan is to get them to transfer their powers to him! The story starts out with **Franklin Richards,** son of **Reed** and **Sue Richards** of **the Fantastic**

Four, who has a dream about **the Snarks** and **Power Pack.** He sets out to warn them as well, and by the end of the story has become **Power Pack's** new member, **Tattletale,** much to **Katie's** chagrin! "**Katie** hates **Franklin's** guts," said **Louise.** "He's smaller than she is, and the others are making a big deal of him. She considers him low man in the pecking order." In fact, **Katie** suggests his new name, and **Franklin** goes along with it. Says **Louise:** "**Katie** and **Franklin** will kind of become friends, but there will always be a little bit of rivalry between the two of them."

Power Pack is also going to take part in one of the Marvel Universe's biggest events, **SECRET WARS II!** Issue #6 of that series will feature **Power Pack,** and the story will continue into their own book, and then on into **THOR.** The kids also end up with a strange conception of **the Beyonder,** after a character he creates in **SECRET WARS II #4** throws **Mrs. Power** through a plate glass window, critically injuring her. **The Beyonder** rushes her to the hospital, and, **Louise** said, "The kids think that **the Beyonder** is a really swell guy, not realizing that he created the monster that hurt their mother."

The Thanksgiving issue of **POWER PACK,** #19, is called "Guess Who's Coming to Dinner," and is a special double-sized issue! The story starts out at an extrememly low point, with **Mrs. Power** in critical condition. As **Louise** said, "All the kids are really miserable, their father's miserable, and everybody's really unhappy." **Katie,** however, remembers their experience with **the Morlocks,** and decides that it's better to be miserable together with friends than it is to be miserable alone. She also decides that she'd better not tell her family about the party she plans, which leads to lots of confusion! Among the people who make it to the party and the Thanksgiving Day parade are **Wolverine, Kitty Pride, Beta Ray Bill, Franklin Richards,** and **Annalee** and **Leech** of **the Morlocks!** During the chaos that breaks out at the parade, more guests arrive — **Cloak and Dagger!** Only a special double-sized issue could accomodate all those guest stars!

Issue #20 involves three of **the New Mutants — Cannonball, Dani,** and **Rahne** — and **the Beyonder** as well! The story, drawn by the **New Mutants'** original artist, **Bob McLeod,** involves the demons of Limbo, some of whom are on Earth as a result of a story in **THE NEW MUTANTS.** Also, **Dani** ends up playing a big part in the fate of **Mrs. Power,** thanks to her new powers revealed in this summer's **NEW MUTANTS ANNUAL.** After that there will be an issue guest-written by inking ace **Terry Austin** which centers on a writer of children's literature. It seems **Katie** and **Jack** can't agree on which of her series of books is the best, and the team meet her over the course of the story. **Terry** will also be inking this issue over regular penciller **Brent Anderson's** art.

All this leads up to a long story in which **the Pack** are kidnapped by **the Snarks! Friday** (the ship that belonged to **Whitey**), **Kofi** and **Franklin** all run to the rescue, but on Earth, nobody has a clue as to where the **Power** kids have disappeared! Over the course of this story we'll find out lots about the team's powers and how they work, and about the **Kymellian** society. Also in the future we'll meet a gang of super-villain kids, and the **Power Pack** will have to face the fact that they can't go on keeping their family from finding out about the super-team's existence forever!

Louise and **Brent** are keeping **POWER PACK** on the move with more guest stars and thrills than ever! They're determined to keep **POWER PACK** one of the most fresh and innovative books around, full of all the deft characterization and downright fun you've come to expect from them!

— Adam Philips

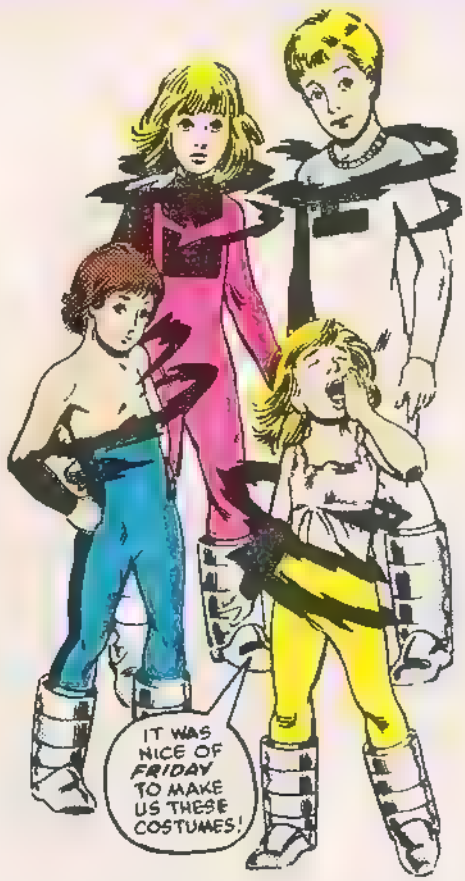
THE TOP TEN

Why are things *so crammed* in **MARVEL AGE MAGAZINE** every month? (Best answers win prizes.) Anyway, if we managed to squeeze it in, here's *the Top Ten!*

For the newcomers among you: *The Top Ten* is a list of the best selling Marvel comics. This month, we're featuring the top ten titles sold only through Direct Sales outlets (no newsstand or subscription figures are included) for May 1985. Thanks to the simply ducky **Carol Kalish** for compiling this list (that oughta let us know whether she reads this or not). And now . . . paradiddle paradiddle . . *the Top Ten!*

1 — **SECRET WARS II #3**
2 — **X-MEN #197**
3 — **WEB OF SPIDER-MAN #6**
4 — **FANTASTIC FOUR #282**
5 — **CLOAK AND DAGGER #2**
6 — **AMAZING SPIDER-MAN #268**
7 — **ALPHA FLIGHT #26**
8 — **NEW MUTANTS #31**
9 — **WEB OF SPIDER-MAN ANNUAL #1**
10 — **SQUADRON SUPREME #1**

— K.B.



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Here's a great idea for a new Epic Comic — an alien, who crash lands on Earth . . .

What? You say you've heard it before? Well, trust us, you've never seen *anything* like **THE BOZZ CHRONICLES**, the new Epic Comic written by **David Michelinie** and drawn by **Bret Blevins**.

Set in Victorian England, the series features a plump, hairless, humanoid alien named **Bozz** (an adopted name, **David** says, his real one being totally unpronounceable by human tongues) who accidentally crash lands on Earth. And he hates it. It's deadly dull. Literally. **Bozz** comes from such an advanced civilization, and his mind is so far beyond the minds of these barbarian Earthlings, that when the series begins, and he finds he cannot repair his ship, he is about to do himself in. Bite the dust. Off himself. Pull the plug, in other words, and self-destruct. He'd rather die than be trapped "in a world he never made," **David** quotes, on such a boring backward jerkwater planet as Earth.

Enter **Amanda Flynn**, known as **Mandy** to her friends, "a London working girl with a heart of slightly tarnished brass," **David** says. She saves **Bozz** from killing himself, and to keep him interested in living, she convinces him to become . . .

To become . . .

(Ta da!!!) (trumpets here)

The world's first consulting alien!

Not that the world knows he's an alien, or even suspects him of being one. After all, this is the 1800s, not the 1980s, and there are no such things as science fiction movies or magazines or comic books or graphic novels to go filling people's heads with such outlandish notions as life on 'other planets.'

"So **Mandy** takes **Bozz** under her wing," says **David**, "and they set up an office as consulting detectives. They take on the most bizarre, unsolveable crimes that occur in that time.

"**Mandy** sets this up to (a) keep the alien's mind occupied and interested, so he won't commit suicide, and (b) give her the luxuries and income she wants without having to go out on the streets for it."

"The investigation of super-crimes of the era is the only thing that can occupy his massive intellect," explains **Archie Goodwin**, editor of the Epic line. "**Mandy** sort of plays **Watson** to his **Sherlock Holmes** . . . She also serves as a realistic anchor for this other-worldly guy, who brings his own alien perspective to familiar situations.

"Basically," he continues, **THE BOZZ CHRONICLES** "takes a sort of **Jules Verne** approach to the era, so that we sort of have **Sherlock Holmes** by way of **Jules Verne**, if **Sherlock Holmes** were sort of an interesting plump alien with a tail."

A *tail?* By now you've probably guessed that this is not the most serious new series under the sun. **David** describes its tone as like "**Sherlock Holmes** crossed with the **WILD WILD WEST**" TV show, and with "a lot of characterization. It's more of a mood and character book than a super hero action book." **Archie** adds that "for action adventure, it has a light touch. Some of **Bozz's** situation can be played for sympathy and — well, none dare call it pathos, but I will."

On the other hand, "it won't be **Sherlock Holmesian** in the sense that there will be mysteries that the reader will have to solve," says **David**. "Not **Agatha Christie** locked-door type mysteries, but more of puzzles, and intrigue."

The BOZZ CHRONICLES™

For example, in the first issue, **Bozz** and **Mandy** become involved with the politics of the time, as they discover that a politician headed for the Prime Ministry of England seems to have died several years earlier. Future issues promise other bizarre happenings that can only be unravelled by the incredibly bored brain of **Bozz**, such as a mysterious rain of demons, the strange case of a woman opening a door to find a giant eye looking back at her, a were-town (a town that becomes something else under the light of a full moon), medical students augmenting human physiology through transfers of strange blood — "the fantasy medical technology of the time," explains **David**. "It runs the gamut from science to pure fantasy to the supernatural to adventure to a little bit of everything else."

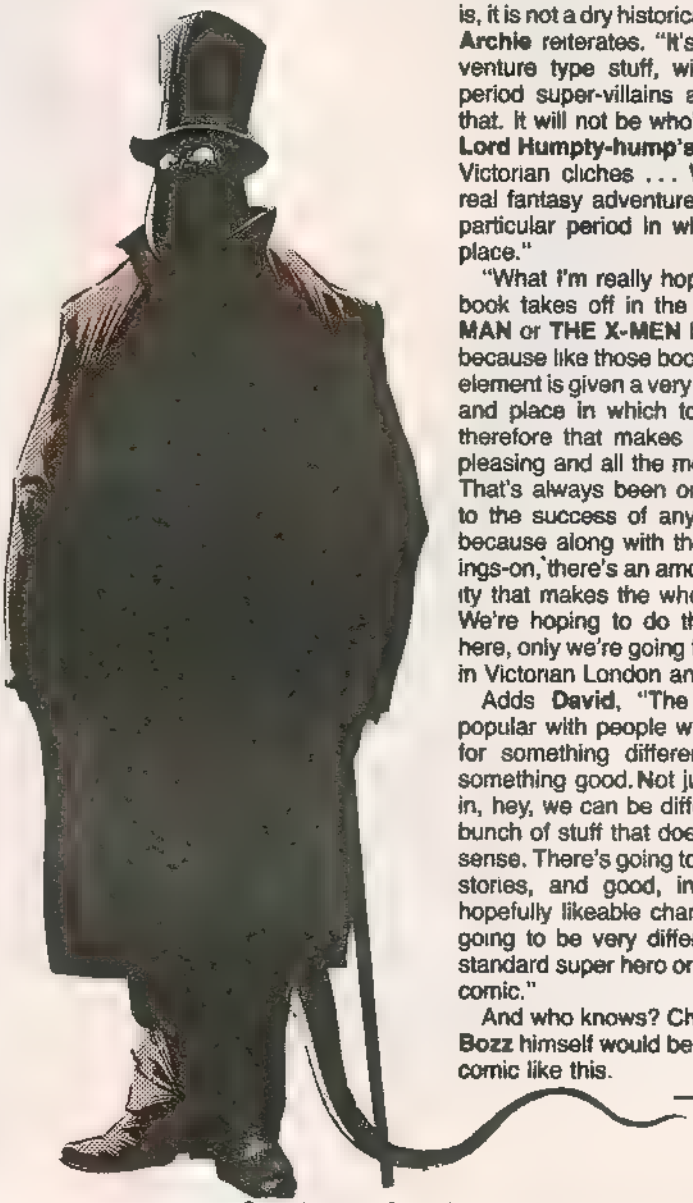
The alien **Bozz** himself is "very strong," says **David**, "and very tall and very pale. As a stranger in a strange land, the only people he encounters who are on his side, who care about him, are his partners **Mandy Flynn** and this Brooklyn cowboy, **Salem Hawkshaw**, who becomes one of their group." They meet **Hawkshaw** in a barroom brawl when **Mandy** saves him from being knifed in the back, and he becomes the "muscle" of the team, since **Bozz**, although very strong, "abstains from physical things . . . He's very melancholy, very introspective, and he really only shows any interest when something impossible is presented to him, something that gets his brain working." And even though he finds irrational, impossible situations somewhat interesting, he still might get bored in the middle of a case, in which case **Mandy** is there to spur him on.

Complicating matters is a suspicious Scotland Yard inspector, **Colin Fitzroy**, who keeps an eye on the trio because "they're darned strange!" in the words of **Laurie Sutton**, Epic assistant editor. **Fitzroy** is a blueblood and a bit of snob, who joined the force to do his bit for humanity. Some sort of tension exists between him and **Mandy**, with each hoping the other will show some sort of interest. "And **Fitzroy** knows there's something not quite right with this big tall guy," says **David**, "what with his having no hair and being tall and all. But he doesn't push it because this guy solves impossible crimes." And still, says **Archie**, the very *idea* of a consulting detective is unusual for the time.

Aiding **Bozz** in his sleuthing are his prodigious mental powers. "He can and does frequently levitate," says **David**, "but his mental powers are mostly sensory . . . We don't know all of his powers, but he can see things that humans can't, hear things that humans can't, sense energy flows that humans can't. He can talk to animals — in the first issue, he talks to a squirrel and a bird. He can probably talk to any kind of animal in their own language, which will make for embarrassing moments when he does this in public."

And, of course, there's the tail. "He mostly spends a lot of time trying not to let it show," says **Archie**.

The creative team is very excited about the series, which was one of the first to be proposed as an Epic Comic. However, delays in finding the right artist prevented the book in coming out sooner. Says **Archie**, "Once **Bret Blevins** got hooked on the idea, he had a number of assignments he had to get through before he could really start it. This book, had we been able to do it instantly, could well have been our third or fourth Epic Comic. It's taken a long time to come to fruition."



"But since this is a book we've wanted to do for a long time, we're more than excited, we're incredibly anxious."

Writer **David Michelinie** is best known for his popular run of **IRON MAN** issues, and he also wrote a well-remembered **AVENGERS** run. **Bret Blevins** first gained attention with his Marvel adaptation of the movie **THE DARK CRYSTAL**. He will also be penciling and inking the bulk of the forthcoming **SOLOMON KANE Limited Series**.

Says **Laurie**, "**Bret** really has captured the tone of London at the time. The atmosphere is in the artwork, just permeates it, and I think that his commitment to the book really shows through." **David** comments that everyone who has seen **Bret's** artwork has been very impressed. **Bret** is notorious for the amount of enthusiasm he throws into his work, and it shows.

Whatever **THE BOZZ CHRONICLES** is, it is not a dry historical period piece, **Archie** reiterates. "It's really fun adventure type stuff, with appropriate period super-villains and things like that. It will not be who's blackmailing **Lord Humpty-hump's** maid, or other Victorian cliches . . . We'll be doing real fantasy adventure, fitting for the particular period in which it's taking place."

"What I'm really hoping is that the book takes off in the way **SPIDER-MAN** or **THE X-MEN** have taken off, because like those books, the fantasy element is given a very realistic period and place in which to happen, and therefore that makes it all the more pleasing and all the more believable. That's always been one of the keys to the success of any Marvel book, because along with the fantastic goings-on, there's an amount of credibility that makes the whole thing work. We're hoping to do the same thing here, only we're going to make it work in Victorian London and Europe."

Adds **David**, "The book will be popular with people who are looking for something different as well as something good. Not just different as in, hey, we can be different, here's a bunch of stuff that doesn't make any sense. There's going to be good, solid stories, and good, interesting, and hopefully likeable characters, but it's going to be very different from your standard super hero or science fiction comic."

And who knows? Chances are that **Bozz** himself would be interested in a comic like this.

— Steve Freitag

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MEET
Misty
™
SPIKE, WHEN I SAID "GIVE ME A BREAK"--THAT'S NOT WHAT I MEANT!
SPIKE'S AND MISTY'S OUTFITS BY CHARLENE BOEHME, PRUNEDALE, CA.

STAR SPOTLIGHT

Every comic book creator has it — that one special comic book series that is the standard by which he measures his work. For some, the standard is some fondly remembered Golden Age comic. For others it is the work of **Stan Lee** and **Jack Kirby** on such books as **THE FANTASTIC FOUR.** For **Trina Robbins,** who feels strongly that there should be comic books that appeal to a female audience, that book was **MILLIE THE MODEL**, which Marvel published between 1945 and 1974. So strong is **Trina's** feeling that there is a need for a comic book that would appeal to girls as well as boys that she went out and created the newest Star Comics sensation — **MISTY.**

Misty Collins is a student at Shady Hollow High School with dreams of becoming a famous actress and model. Her role model is her aunt, the once-famous **Millie the Model,** who now lives with **Misty** and her father, a professor at the local university. To fulfill those dreams, **Misty** enters the *Ms. Heaventeen Talent Contest.* The winner of the contest will get her picture on the cover of **Heaventeen Magazine** and a role on the popular soap opera, *As the Cookie Crumbles.* Naturally, **Misty** wows the judges and wins the contest, and that's when things really start happening!

Misty's circle of friends include **Shirelle Brown** and punker **Spike Mahoney.** Her love interest is **Ricky Martin,** the star of *As the Cookie Crumbles.* The fly in the ointment is a girl named **Darlene Dunderbeck.** She's the daughter of the richest man in town and is very used to getting her own way. She's very snobbish and despises **Misty** and her friends. Unfortunately, because of her wealth, **Darlene** is sometimes able to make trouble for **Misty,** but somehow **Misty** always wins in the end

Trina has worked very hard to make **MISTY** a comic book for today. The problems **Misty** faces include the age-old troubles with boys, misunderstandings with friends, and dealings with enemies, but the feel of the book is very modern. The way the characters talk and dress is unmistakably of the '80s. In the back of each issue **Trina** has included another fondly-remembered item — paper dolls of **Misty** and her friends along with various outfits for them to wear.

Trina has been drawing since she was old enough to hold a crayon. She had long had a desire to draw comic books, but she did not want to do super heroes or other male-oriented adventure stories. Since that was mostly what the major companies were putting out at the time, **Trina** became affiliated with the underground comic movement. She moved to San Fransisco, the nerve center of the undergrounds, and went to work.

After several years, **Trina** became disenchanted with the undergrounds' low pay and blatant sexism. She was happy to take advantage of the widening of the market in the '70s and place her work in such magazines as **NATIONAL LAMPOON, HIGH TIMES,** and **HEAVY METAL.** She even did some work for us at Marvel on such books as **EPIC ILLUSTRATED, CRAZY MAGAZINE,** and **HOWARD THE DUCK.**

When word got out that Marvel was starting a line of comics for younger readers, **Trina** came up with the concept for **MISTY** and drew up some samples. She showed it to **Jim Shooter** at the San Diego Comics Convention two years ago. Jim, who had written a **MILLIE THE MODEL** story or two in his day, loved the idea and sent her to **Tom DeFalco,** who was putting together the Star Comics line. After some revisions the concept was approved and the rest, as they say, is history. **MISTY** was born!

And **MISTY** is on the way to your local specialty shop or newsstand next month! If you'd like to expand your comics-reading horizons, seek out some nostalgia-tinged thrills, or just plain have fun . . . **Misty** might just be the girl for you!

— Sandy Hausler

MM-MMM! THIS PIE SURE IS GOOD, AL—AND FRESH, TOO!
OF COURSE IT'S FRESH—DO YOU THINK I'D SERVE STALE PIE TO CAPTAIN AMERICA?!
—MY OTHER CUSTOMERS, MAYBE, BUT NOT CAPTAIN AMERICA.
AH HA! YOU'RE A TOUGH MAN TO TRACK DOWN, CAPTAIN, BUT IT LOOKS LIKE I'VE FINALLY DONE IT!
OH, NO...
STARFOX WAS RIGHT WHEN HE SAID YOU'D PROBABLY BE AT THE SUNSET DINER.
...I'M GOING TO HAVE TO HAVE A LITTLE TALK WITH THAT STARFOX...
WHY, THERE'S TWELVE ISSUES OF MY OWN BOOK, ALL THOSE AVENGERS MEETINGS—AND I JUST KNOW I'M GOING TO HAVE TO BAIL HAWKEYE OUT WITH HIS WEST COAST BRANCH BEFORE THE YEAR'S OUT—PLUS, AS STEVE ROGERS, I HAVE TO KEEP ON TOP OF MY COMMERCIAL ART DEADLINES, AND I IMAGINE YOU SHOULD KNOW HOW TOUGH THAT CAN BE, SO I GUESS YOU CAN SEE WHY I JUST DON'T HAVE ANY TIME TO DEVOTE TO GIVING INTERVIEWS.
SORRY.
MAYBE, BUT COMPARED TO SPIDER-MAN, THAT'S A LIGHT SCHEDULE, AND HE MANAGED TO FIND THE TIME TO TALK WITH ME.
WELL, uh, THERE IS ONE OTHER THING THAT EATS UP MY TIME, BUT MOST FOLKS DON'T KNOW ABOUT IT. Y'SEE, BECAUSE OF... THAT IS TO SAY, I, uh...
YES!
WELL, ANSWER ME ONE THING THEN—DO YOU REALLY THINK THE RED SKULL IS DEAD? I MEAN, ONCE AND FOR ALL, NEVER TO RETURN, TOTALLY AND COMPLETELY DEAD?
WELL, I'D HAVE TO SAY—
WELL, I DON'T! YOU JUST CAN'T GET RID OF A CLASSIC BAD GUY THAT EASILY, AND IF YOU TRULY BELIEVE YOU'RE RID OF THE SKULL, YOUR FACE IS GOING TO BE REDDER THAN HIS WHEN YOU MEET AGAIN—AND TAKE MY WORD FOR IT—YOU WILL MEET AGAIN!
YOUR EX-PARTNER BUC
SAY, IS ANOTHER STOR
PRETTY MUCH NO CHAN
FROM THE DEAD. THE R
PERENT FOR THE GOOD
KID HAD HIS WHOLE LIFE

Fred Hembeck © 1985 Fred Hembeck. All righ

FRED HEMBECK'S THE NAME, INTERVIEWING'S MY GAME!
AND CAP-- YOU DON'T MIND ME CALLING YOU CAP, DO YOU?-- CAP--
--YOU'RE THE GUY I'VE BEEN WANTING A SHOT AT FOR A LONG TIME. HOW ABOUT IT?
GEE, FRED, I'D LIKE TO HELP YOU OUT, BUT YOU'VE GOT TO REALIZE THAT BEING A LIVING LEGEND IS A FULL TIME JOB.
THAT'S IT!
MY TIME IS SEVERELY LIMITED BECAUSE EVERY FIVE DAYS I HAVE TO PITCH FOR THE MONTREAL EXPOS!
SPLIT!
YOU--YOU'RE THAT STEVE ROGERS???
YUP. JUST ME AND MY FAUX MOUSTACHE.
BUT BASEBALL?!?
SO WHAT'S MORE AMERICAN?
EXCEPT MAYBE APPLE PIE.
YOU'LL NOTE WHAT I'M EATING.
KY BARNES," SAID TO Y ENTIRELY. THERE'S CE OF HIS RETURNING LES ARE A BIT DIF- GUYS. TOO BAD THE IN FRONT OF HIM.
TELL ME CAP, DO YOU EVER FEEL LOW FOR BEING PRIMARILY RESPONSIBLE FOR YOUNG MR. BARNE'S DEMISE?
~GEE, I HAD NO IDEA HE WAS SECRETLY SOUPY SALES TOO..
SLAM

to reserved.

SPECIAL THE MUTANT REPORT SPECIAL

VOLUME 1 "The Next Step in News Evolution!" NUMBER 3

WHEN TEAMS TEAM UP:
X-MEN AND ALPHA FLIGHT

Ever since Alpha Flight made their debut in X-MEN #121, the two teams have shared a special bond. But although Wolverine has had a lot of connection with the Canadian super-team, actual meetings between Alpha Flight and the X-Men have been fairly rare. This September, we're doing our best to rectify that situation, as we present a major team-up between the outlaw mutants and the northern stars. More than just an ordinary cross-over, the two teams will meet in a very special Limited Series that will have them face a menace big enough to give such an awesome assemblage of heroes a run for their money — as well as premiering a brand-new super hero team, one that has ties to not only THE X-MEN and ALPHA FLIGHT, but to THOR as well!

What could be the perfect creative team for such a project? Well, the first thought was to re-unite Chris Claremont and John Byrne for the story. Chris has been writing the new X-Men since their second appearance, after all, and John created Alpha Flight — and the two of them collaborated on the story that introduced Alpha Flight! But Chris nd John are not only two of the top lents in the industry — they're also two of the busiest — what with Chris writing THE X-MEN, THE NEW MUTANTS, and assorted special projects like the KITTY PRYDE AND WOLVERINE Limited Series and THE BLACK DRAGON for the Epic comics line — and John writing and penciling THE FANTASTIC FOUR and ALPHA FLIGHT, revealing "The Last Galactus Story," and working on his own side projects (one of which has just materialized as he gives up ALPHA FLIGHT to take over THE INCREDIBLE HULK)! But where there's a will, there's a way. So Editor-in-Chief Jim Shooter, X-MEN editor Ann Nocenti and ALPHA FLIGHT editor (at the time) Denny O'Neil got together to work out the concept that would become THE X-MEN AND ALPHA FLIGHT Limited Series.

Jim says his part in THE X-MEN AND ALPHA FLIGHT was limited to just suggesting the story direction in a general sense, and that "all of the real work was done by the Nocentis and the Claremonts." Yep, Claremont. Once Jim, Denny and Ann had got the ball rolling, they turned it over to Chris, who was determined to find the time to write it. And write it he did. Jim was very pleased with the results, saying that he "thought what Chris came up with is really terrific. It's one of his best stories ever."

THE X-MEN AND ALPHA FLIGHT was originally intended to be out this spring, but with all the care and attention it demanded, work progressed slowly. As it became clear that the project wouldn't be out until fall, it also became clear that John Byrne wouldn't be able to draw it. The demands of starting up THE HULK, as well as working on the SHE-HULK Graphic Novel and all his other commitments, were filling his normal 25-hour days completely. And as John wouldn't be connected with the ALPHA FLIGHT series any more, it was easier to conceive of the team-up penciled by someone else. And when it came time to find that someone else, one name stood out — that of Paul Smith. Not only has Paul drawn

the X-Men before, but his clean, crisp, art deco-influenced style would mesh very well with John Byrne's character designs for Alpha Flight — without seeming derivative of John's work in any way. Paul himself was concerned about this, saying that he took special care in his approach to the Alpha Flight characters, "trying to be faithful to the way John did them without drawing them the way John's drawn them." The results, as you can see from the panels printed here, were quite successful.

As with Chris, it was quite a job for Paul to find the time to do the project. He'd been working overtime to finish the Dark Dimension storyline in DOCTOR STRANGE, and was to move on to penciling a Spider-Man Graphic Novel he'll be doing in collaboration with Bob Layton. But some projects are too good to pass up. As Paul tells the story, "Ann wanted to know if I had time to do it. I lied through my teeth — and said yes." Paul will be aided and abetted on the X-MEN AND ALPHA FLIGHT art job by his former X-MEN partner (and current POWER PACK inker), Bob Wiacek.

Since this story was originally intended to be released in springtime, the team-up won't be happening in current continuity. Instead, the events take place at the same time as events in issues of ALPHA FLIGHT and THE X-MEN that were released early this year. In terms of ALPHA FLIGHT continuity, Chris said, the team-up "takes place after Guardian's death and before his resurrection." Talisman has become a member of the team, and Walter Langkowski still inhabits the body of Sasquatch. In X-MEN terms, Chris pinpointed the story as taking place between the middle and end of X-MEN #192. Professor Xavier has not yet become victim of the savage mugging that almost killed him, and Kitty Pryde still has fairly short hair — from when it was cropped in the KITTY PRYDE AND WOLVERINE Limited Series. Also appearing, appropriately, is original X-Man Scott Summers (a.k.a. Cyclops) and his wife Madeleine, neither of whom have been appearing regularly in THE X-MEN since their wedding in #175. As they're living in Alaska currently, when trouble starts in the frozen north, they're quick to become involved. An interesting character clash may be in the offing, since another prominently featured character is Rachel Summers, who recently arrived in '85 from an alternate future where Scott Summers married Jean Grey — and Rachel is that Scott Summers' daughter!

The Limited Series opens with Scott and Madeleine, on a normal trip on their charter airline. The plane is struck by lightning (or ... is it?) and crashes, with a full load of passengers. In Salem Center, Rachel Summers telepathically latches in to the crash, alerting the X-Men. Meanwhile, Snowbird has gotten involved in some bad craziness of a mystic nature, and contacts Alpha Flight for assistance. The X-Men and Alpha Flight cross paths, and Rachel, thinking Shaman's weather wizardry responsible for what happened to her "father," attacks. When the dust clears, the two teams discover that their problems are related, and decide to team up to face them.

And what could be big enough to threaten two of the premier super-teams in the Marvel Universe? Loki, that's what. The Asgardian God of Evil has come up with another scheme to gain power — and it's one that doesn't seem, on the face of it, to be inherently evil. Loki has discovered a way to give super powers to practically everyone on Earth. Why is he doing it? Not out of the goodness of his heart, that's for sure. Loki is after something, sort of a "Maltese Falcon" on a scale that would fascinate an Asgardian — but whatever

it is, only he understands it. Giving out super powers is merely a ploy that will help him get what he wants.

Jim Shooter points out that the treatment of Loki in this story will be the subject of conversation for quite some time. "This is probably the biggest event in the life of Loki since his first appearance. The story reveals depths of his personality never explored before." Jim wouldn't give us details, but he did say that Loki will do "probably the noblest thing" he's ever done.

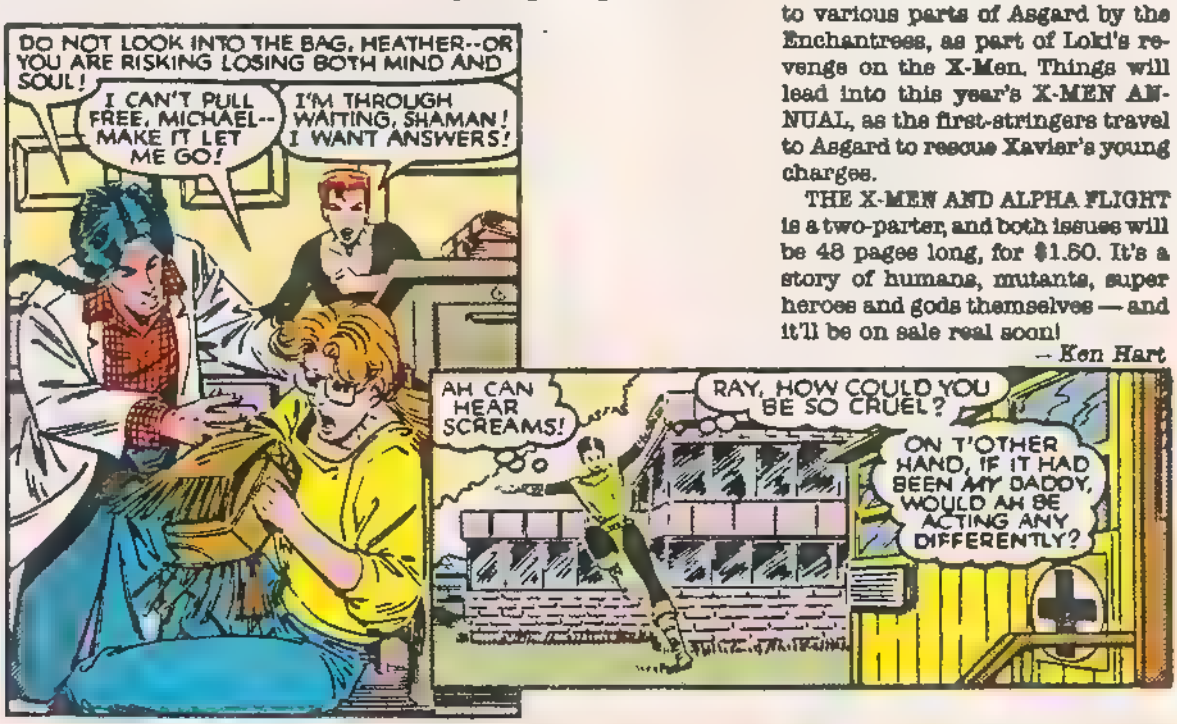
The new super-team that'll be making its debut in this series is called the Berserkers. "Basically," Chris says, "the story opens by introducing a half-dozen or so people who are the first to receive Loki's gift. The name comes from a band of human warriors which protected Odin. They were called the Berserkers because their fury was unequalled in battle. Why these characters are called Berserkers becomes apparent as the story goes on." It fell to Paul to visually design the Berserkers. "Chris asked for a vague Asgardian influence," Paul said, so he went to Walt Simonson's issues of THOR to find a general style that would enable him to make the Berserkers individual and distinctive — and at the same time look like they all have a similar background. Paul was concerned about showing "what the characters are all about" through their costumes — for example, one of the Berserkers is a master of all animals, so his appearance is similar to that of a lion tamer. Another Berserker possesses great strength — so his costume resembles Asgardian battle gear. With one exception, the people who become the Berserkers are new characters making their first appearance in this story. However, that one exception is a biggie: Madeleine Summers is a Berserker — and if you think that's going to cause complications, you're right on the mark!

Chris says that the reaction of the Berserkers to their new powers "varies from character to character. Not all appreciate it." Many people who receive the benefit of Loki's rather questionable generosity will view the concept of a world populated by super powered people as the beginning of a paradise on Earth — but Ann Nocenti says that these people will come to realize "there's a price to Utopia." Chris adds, "Loki is the great trickster," so things are seldom what they seem when dealing with him. Things go wrong. To say more than that would be to give away too much of the story, but it should be clear by now that an explosive situation has been set up ... and it's not going to remain stable!

The Berserkers aren't going to just go away after THE X-MEN AND ALPHA FLIGHT is over, either. There's a very good possibility that they'll return, if reader response is positive enough. Jim is pleased with the new team, saying "they're very good, three-dimensional characters. You expect that from Chris." The team-up will have other repercussions, too, affecting the entire Marvel Universe in their scope. "We don't do things any other way," Jim said. "The X-Men, in particular, will become involved with Thor and the Asgardians." Some of the immediate effects of the crossover will be seen in THE NEW MUTANTS SPECIAL, in which the young mutants are transported to various parts of Asgard by the Enchantress, as part of Loki's revenge on the X-Men. Things will lead into this year's X-MEN ANNUAL, as the first-stringers travel to Asgard to rescue Xavier's young charges.

THE X-MEN AND ALPHA FLIGHT is a two-parter, and both issues will be 48 pages long, for $1.50. It's a story of humans, mutants, super heroes and gods themselves — and it'll be on sale real soon!

— Ken Hart


DO NOT LOOK INTO THE BAG, HEATHER--OR YOU ARE RISKING LOSING BOTH MIND AND SOUL!
I CAN'T PULL FREE, MICHAEL--MAKE IT LET ME GO!
I'M THROUGH WAITING, SHAMAN! I WANT ANSWERS!
AH CAN HEAR SCREAMS!
RAY, HOW COULD YOU BE SO CRUEL?
ON T'OTHER HAND, IF IT HAD BEEN MY DADDY, WOULD AH BE ACTING ANY DIFFERENTLY?

SALICRUP'S SECTION

(continued)

Favorite Fan Artist: **Fred Hembeck** (Runners up: **Francis Mao** and **Brian Pearce.**)

Favorite Direct-Sales-Only Title (The Phil Seuling Award): **NEW TEEN TITANS** (Runners up: **AMERICAN FLAGG, DREADSTAR, JON SABLE FREELANCE, CEREBUS, INFINITY INC., MARVEL FANFARE, MARVEL AGE MAGAZINE, ELEMENTALS, ALIEN LEGION** and **NEXUS.**)

And that about does it! Congratulations to all the winners from all of us here at Marvel and thanks to everyone who voted.

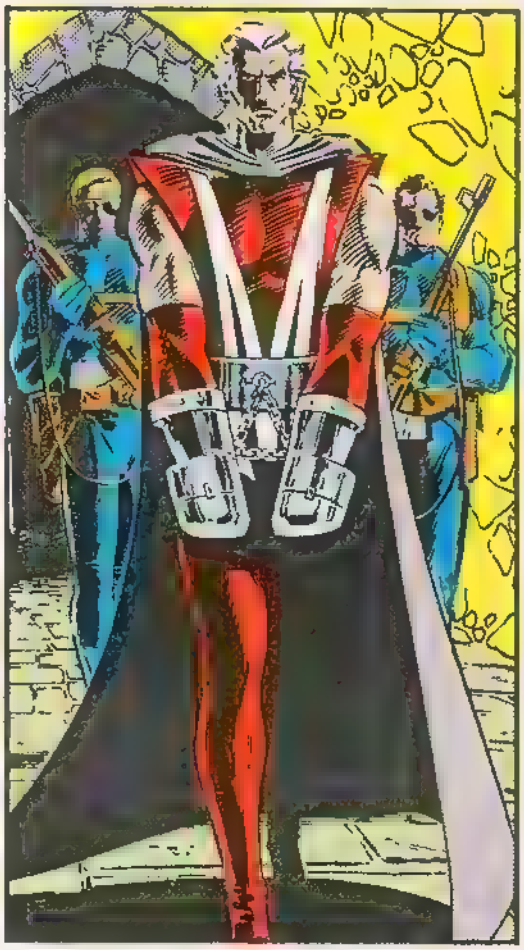
If you'd like a free copy of **THE COMICS BUYER'S GUIDE**, write to Free Copy, **THE COMICS BUYER'S GUIDE**, 700 E. State St., Iola, WI 54990, and tell 'em **MARVEL AGE MAGAZINE** sent ya!

Just enough room left to say that the **MARVEL AGE Annual** is on sale now! It's got everything you ever wanted in it and more! It's only fifty cents and it's got to be this year's biggest summer bargain! Don't say we didn't warn you!

200 ISSUES OF MUTANTS!

THE UNCANNY X-MEN®

THE X-MEN is about to attain another milestone. Already this year, with issue #193, the series has reached its hundredth issue featuring the "new" X-Men team that was introduced ten years ago. That issue also marked Chris Claremont's hundredth consecutive issue as writer of the series. Now THE X-MEN is going to mark its two hundredth issue this summer with a special 48-page story by the regular creative team of Chris Claremont, John Romita, Jr., and Dan Green that promises to be full of surprises. In fact, the events in X-MEN #200 will radically change the lives of both the X-Men and the New Mutants for the foreseeable future.



The central event in X-MEN #200 is the trial of Magneto, who has been the X-Men's greatest enemy since he was introduced in X-MEN #1 twenty-two years ago. For years Magneto battled the X-Men — who, like himself, are super-powered mutants — in his attempt to conquer the human race. But beginning in X-MEN #160, Magneto began to reconsider his goals and his methods for attaining them. He still wanted to protect his fellow mutants from persecution by humans, but began to think that he could not solve the problem through force. Readers of THE X-MEN, THE NEW MUTANTS, and SECRET WARS have watched as Magneto slowly changed his attitude and point of view. Recently Magneto has even acted as the X-Men's ally, as in their search for the Beyonder in the first issue of SECRET WARS II.

At the end of X-MEN #199, Magneto is captured by Freedom Force, better known to X-MEN readers as Mystique and her Brotherhood of Evil Mutants, who are now working for National Security Council official Valerie Cooper and the federal government. So, writer Chris Claremont says, "in issue 200 Magneto goes before a special tribunal of the World Court akin to the Nuremberg tribunals that were put in place after World War II" in order to stand trial for his crimes against humanity. "The judges consist of representatives of the five permanent members of the United Nations Security Council: one from the United States, one from the Union of Soviet Socialist Republics, one from the People's Republic of China, one from France, and one from Great Britain." Since the trial is set in Paris, "the presiding judge is French and probably the only woman on the tribunal. The prosecuting counsel is the attorney general of Great Britain, Sir James Jasper, which is a name which may be familiar to those who have been following the *Captain Britain* stories," which Marvel U.K. has published in Britain. "The defending counsel is Gabrielle Haller, whom everyone should remember from recent issues of THE NEW MUTANTS and who knew Magneto and Charles Xavier," the leader of the X-Men, "a long, long time ago." Gaby is the mother of Xavier's son Legion, who was recently introduced in THE NEW MUTANTS. Also, back in X-MEN #161, readers learned that Xavier first met Gaby and Magneto many years ago in Israel, and that Xavier and Magneto teamed up back then to rescue her from Baron Wolfgang von Strucker, the man most responsible for organizing the evil organization known as Hydra.

"Magneto is accused of a multitude of crimes against humanity," Chris says. "Jaspers is going to try to nail him on them and Gaby is going to do her best to get him off. Of course, assisting her in the defense is Charles Xavier. There's no sense of a breach of legal ethics with Xavier sitting there reading the minds of the opposition because at this point he doesn't have his psionic powers." This is because Xavier was severely injured in X-MEN #192, and has been using drugs recently to dull his mind-reading powers to avoid further strain. Xavier still has not recovered from those injuries.

"There are various political considerations that weave

throughout the book," Chris continues, involving "conflicts between the Soviets," represented by Colonel Vashin of the K.G.B., the Russian intelligence agency, "and the Americans," represented by Val Cooper and Colonel Rossi from X-MEN #182. Magneto plans to use his trial as a means of stating his views about humanity's mistreatment of mutants. "That's why the Russians are so upset," Chris explains. "The Russian attitude as expressed by Colonel Vashin is either kill Magneto or leave him alone, but the one thing you don't do with a political dissident is put him on trial, because if you acquit him, that means you approve of what he's doing, and of what his goals are. If you convict him, any punishment you give him makes him a martyr. In the meantime Magneto has a forum wherein he can expound on his views, on who mutants are, and why he does the things he does."

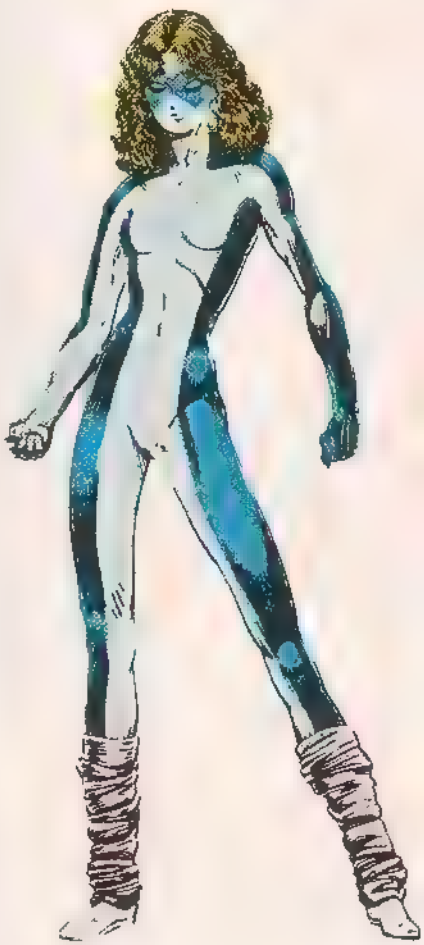
The villains of the story are Andrea and Andreas, the twins who clashed with Storm in Africa in recent X-MEN issues. "What will be revealed in this issue," Chris states, "is that their names are Andrea and Andreas Strucker, and their father is indeed the infamous late, unlamented Baron Strucker. Their feeling is that since Magneto was responsible for their dad's first big postwar defeat and humiliation, they ought to avenge the family honor." The Struckers plan to frame Magneto for crimes and then kill him. "So what they are doing through the book is blowing up NATO installations, massacring scads of NATO and Warsaw Pact troops, and leaving painted messages saying 'Free Magneto!' and signed 'The X-Men.'" The Struckers' idea is that everyone will believe that Magneto approves of all of this destruction that the X-Men are supposedly committing on his behalf. "This will culminate in an attack on the Palais d'Justice in Paris, where they figure they will either kill him while 'attempting to rescue him,' or they will just leave him for the authorities to kill, because they figure by the time they're done, his reputation will be irredeemable." The Struckers have a great deal of power at their command. Not only do they have a cadre of mercenaries, but they also have super-powers, which, however, only function when the twins are in physical contact with each other. One twin can fire a force beam and the other can shoot a disintegrator ray.

But what are the X-Men themselves doing all this time? "They do quite a lot,' Chris replies, "but I won't say what. You'll just have to read the issue."

However, one of the adventures that the X-Men have in the course of issue 200 will not be seen in 200 at all! The X-Men and the New Mutants arrive in Paris towards the beginning of the issue, having just finished their exploits in Asgard in this year's X-MEN ANNUAL. (The 1986 X-MEN ANNUAL, by the way, is a sequel to the NEW MUTANTS SPECIAL, which itself follows up on events in both the special two-issue X-MEN / ALPHA FLIGHT series, on sale this summer, and the storyline in THE NEW MUTANTS #32–34.) "The X-Men show up around page 8 of issue 200," Chris explains, "and Cyclops joins Xavier," who is already in Paris, "a few pages later with the line, 'Professor, we've had an adventure you will not believe, and Paris is not likely to forget anytime soon.' What adventure is that, True Believers? Well, you'll just have to stay tuned for future announcements from Marvel." Chris is hoping to do a special one-shot series or even a limited series about what happened to the X-Men in Paris in the space of those few pages.

He had a good opportunity to get ideas for that story because Chris, X-MEN editor Ann Nocenti, and regular X-MEN artists John Romita Jr. and Dan Green travelled to Paris in May to do research for issue #200. On this trip they also made personal appearances, held press conferences, and even appeared on television in France and England. Chris also appeared at the Barcelona Book Fair in Spain.

Commenting on the changes in Magneto over the last few years, Chris says, "You're watching the evolution of a man from a fanatic to a statesman. It's a healing process. You had a man who was deeply scarred, psychologically wounded," by the persecution he had suffered, including his experiences at the Nazi death camp of Auschwitz, "who recovered to the



Some previously unpublished ***X-Men*** *sketches by* ***Art Adams***

point where all he wanted was vengeance against those he felt had hurt him. Had he not been returned to childhood by Alpha the Ultimate Mutant in DEFENDERS #16, he would have gone on to become a psychotic madman." But in being turned back into a baby and then restored to adulthood once more by X-MEN #104, Magneto "was given a second chance. What you're seeing is his evolution because of that second chance into a more human, rounded, sane individual. His sense of ethics, his morality, is catching up with his sense of purpose. His belief had always been that the ends justify the means. Now he's coming to realize what Xavier has meant all along: the means are the ends, that they are intertwined, and that corrupt means will eventually corrupt the end. He's also come to realize that all of his attempts at bringing about positive change for his people" — mutants — "by force have not worked. There's an old saying, I think by Clemenceau, to the effect that if a man at the age of 20 is not a revolutionary, he has no heart, but if a man at the age of 40 is still a revolutionary, he has no head. Magneto has come to realize that there are more of 'them' than there are of 'us,' more normal people than mutants. And what kind of world would be left after the sort of holocaust" that Magneto would bring about in order to conquer the world? So it is, Chris observes, that Magneto is beginning to think that "perhaps Xavier is right" about mutants having to co-exist peacefully with humanity.

"Issue #200," Chris asserts, "is the culmination of a lot of the things we've been building up to in the last few years. There's a lot of stuff happening in it. There's triumph; there's tragedy; there are surprise guest appearances." Moreover, something happens by the end of the story that will greatly affect storylines in both THE X-MEN and THE NEW MUTANTS for a long time to come. "I would consider it in certain respects as seminal an event as that in #137," the issue featuring the death of Phoenix, Chris states. It will be an event that will serve as a catalyst for various character developments in the members of both teams.

Having reached the two hundredth issue of the entire X-MEN series, and having scripted over a hundred issues featuring the new X-Men himself, what does Chris Claremont think is the reason behind the new X-Men's continuing success? "I could say it's because it's a book that has invariably pulled the best work its creators are capable out of them. I would say that the new X-Men are a superb set of characters that, at the time they were introduced, struck a resonant chord in the readership. It was the right book at the right place at the right time. And we have managed to continue to be the right book at the right place at the right time. It's always managed to be true to its center, to its reason for being. Consequently, I think it's a book that the readers can identify with. These are characters that the readers can identify with.

"The story in X-MEN #200," Chris goes on, "hopefully like them all, grows out of an evolution of character, and if the series is still fresh and vital, it's because the characters are still to a large extent fresh and vital. There are enough characters in both THE X-MEN and THE NEW MUTANTS who are sufficiently unexplored that at this point there's no real end to where we could go with it in terms of their conflict and growth. We still have a phenomenal number of options left, and so long as the characters have potential, then the book has potential, because you can structure a storyline far more easily out of character interrelationships and character dynamics than you can out of plot dynamics. The interrelationships provide springboards for stories."

Moreover, Chris points to the importance of the basic conflict at the heart of THE X-MEN as giving it its strong appeal. It is the "conflicts, maybe not in the sense of mutants versus humanity, but in the sense of being an outsider, of being a rebel, of being oppressed. It's something that kids can identify with, and that adults can identify with."

And how does Chris himself feel about doing the book after ten years as its writer? "I'm just having fun. I like the characters. I find that I still have stories to tell. I hope that when I cease to have stories to tell that I'll recognize that and have courage enough to quit. Basically, it's still more fun than not, and consequently, I'll stay."

X-MEN #200 launches the next set of stories Chris Claremont has to tell in both THE X-MEN and in THE NEW MUTANTS. If you want to be in at the start of the next phase in the X-Men's history, you will not want to miss X-MEN #200.

— Peter Sanderson

It's Genetic

"HUMOR IN A MUTATED VEIN"

by Jim Salicrup & Kyle Baker

THE UNCANNY X-MEN

MARVEL HEROES FOR HOPE

This August Marvel Comics is publishing a very unusual special 48-page comic featuring the X-Men. Fifty-four writers, pencilers, and inkers are donating their time and energies for free in working on this book, and Marvel Comics, Curtis Circulation, and various suppliers are donating all the profits made on this book to a charity organization for East African famine relief.

The idea for the project originated with Jim Starlin, the writer-artist of DREADSTAR, and artist Berni Wrightson. Wrightson recalls, "Jim has a storage loft in his studio and we were building a folding staircase to get into it. Jim mentioned that he was working on a comic for one of the fellows at Marvel who needed an operation. A whole bunch of artists and people in the Bullpen were going to pitch in their time to put together a comic book and to donate everything to this fellow for his operation." Marvel's editor in chief Jim Shooter adds that Marvel has often done this for people who work there who run into major health problems. "We're a very close-knit group," he says, "and as the X-Men are fond of saying, 'We take care of our own.'" Berni Wrightson continues, "I just thought it was such a good idea, I said, 'Gee, Marvel should really put something together for Ethiopia,'" one of the countries severely affected by the famine. Berni and Jim had both been following news of the famine, and Berni says he was impressed by the collaborations of a great many singers and musicians to make the benefit records for East African relief, such as Band Aid's "Do They Know It's Christmas?" and USA for Africa's "We Are the World." Jim Starlin says that as he and Berni continued working on the staircase, the idea "kept sinking in on me, and I said, 'Yeah, that's a real good idea.' So I went over to the phone and called up Jim Shooter and said, 'Let's do this.'"

Jim Shooter says, "Jim Starlin called me at home, and as soon as I figured out what he wanted us to do, I said, 'That sounds great. I think we won't have any trouble doing that.' The next morning I came to work, and I spoke to Mike Hobson, Marvel's Group Vice President, and he said, 'That's fine, we're going to do it.' Then I went upstairs to explain it to Jim Galton, who's the president of the company, and it took him about all of 15 seconds to agree." The speed with which the project gained acceptance does not surprise Jim Shooter. "I think people who don't have the privilege of knowing Mike Hobson and Jim Galton might have the image of them as cold-hearted businessmen, and nothing could be further from the truth. They're very good people. They've been only too happy to do a number of things like this in the past, like the SPIDER-MAN AND POWER PACK book for the National Committee for the Prevention of Child Abuse. Giant corporations have big budgets for doing charitable things. We're a very small company, so it's not easy for us to do things like this." But, Jim says, "everybody instantly realized it was a great idea and got behind it. We're thrilled to be able to do it."

Once Jim Shooter gave Jim Starlin the go-ahead, Starlin and Wrightson spent two days telephoning various artists to ask them to participate. "I expected people to be too busy," Berni

says. "Most of the people I know in the field are working constantly, and it's very difficult to get anybody to take any time off, especially to do work for nothing." But, as it turned out, Jim Starlin says, "Everyone was really enthusiastic about getting into it. We didn't have a real turndown in the lot." In fact, they tried to phone some artists and got a busy signal, so they intended to call back once they had reached everyone else, but the list of artists who agreed to participate grew so fast that it was complete before Jim and Berni could call back the people whose phones had been busy!

In choosing artists to call, Berni says, "we were trying to get as many of the top names in the field as we could." Jim Starlin adds, that they wanted to "make it as much of a collector's item as possible." Also, Berni states, "Jim and I also wanted to see as many people who had never drawn the X-Men before draw it." The two of them had decided that the book should star the X-Men, since THE X-MEN is Marvel's best selling regularly published series. X-MEN writer Chris Claremont is very pleased that they made that choice. "I think it's a tribute to everyone who's worked on THE X-MEN in the last ten years," Chris says.

It was Chris who enlisted most of the writers for the project. One notable exception is America's leading writer of supernatural thrillers, Stephen King, whom Berni recruited for the book.

Chris, X-MEN editor Ann Nocenti (who will also be editing MARVEL HEROES FOR HOPE), Jim Starlin, Berni Wrightson, and Jim Shooter all contributed to working out the plot for the story, which is titled 'The Weight of the World." Berni, for example, came up with the idea for the segment that Richard Corben will draw, and Jim Starlin thought up the concept for the being that Chris evolved into the Entity — the menace in the story. "It was mostly Chris who plotted the story," Jim Starlin says. "He just started running and he pretty much had it plotted by himself there." Chris says, "It was me, Ann, Jim Starlin, and Berni at lunch, just tossing ideas back and forth, and I'm scribbling them down. Then Berni and Ann and I sat through the afternoon at the office pitching ideas." Chris then spent several weeks working on the plot, and, as he puts it, "hammering it into shape and restructuring it." Jim Shooter adds that he made some suggestions to "streamline" the story and give it "greater focus."

The 48-page story is divided into many two and three page segments, each one of which makes up a separate scene. Each segment will be worked on by a different writer, artist, and inker. The creative teams involved will be the following.

Stan Lee, co-creator of the original X-Men and of so many other Marvel characters, will write the current team of X-Men for the first time in MARVEL HEROES FOR HOPE. He is the only writer who will be working with two different teams of artists in this book. Stan will write the first segment, in which all of the current X-Men appear, and which will be drawn by regular X-MEN artist John Romita Jr. and inked by Al Gordon, who is now working on THE ETERNALS. Stan will also write the second segment, which focuses on Kitty and Wolverine, and which will be drawn by THE AVENGERS' John Buscema and inked by former DAREDEVIL artist Klaus Janson.

Several science fiction and fantasy writers from outside comics are working on the book. The first of these will be Ed Bryant, who collaborates with penciller Brent Anderson of KA-ZAR and POWER PACK, and THE X-MEN's regular inker, Dan Green.

The classic X-MEN art team of John Byrne and Terry Austin team up for a sequence centering on Colossus, which will be scripted by former X-MEN editor Louise Simonson, writer of RED SONJA and POWER PACK.

Then Stephen King, Berni Wrightson, and Jeff Jones combine their talents for depicting horror in a nightmarish scene featuring Kitty Pryde.

Nightcrawler stars in a scene written by Bill Mantlo of CLOAK AND DAGGER and many other books, with art by THE RAVEN BANNER's Charles Vess and MOONSHADOW's Jon Jay Muth.

Leading British comics author Alan Moore and artist Richard Corben follow with a scene conceived by Berni Wrightson.

Then Rachel Summers appears in a scene written by X-MEN editor Ann Nocenti, drawn by STARSTRUCK's Michael W. Kaluta, and inked by SECRET WARS II's own Al Milgrom.

Wolverine faces a threat to his own sanity in a segment written by novelist Harlan Ellison, penciled by Frank Miller of DAREDEVIL fame, and inked by Bill Sienkiewicz, who recently completed an innovative run of NEW MUTANTS issues.

Storm stars in two back-to-back scenes illustrated by British art-

...DEFEATED! EVERY LAST MAN, WOMAN AND CHILD, TRAMPLED BENEATH THE HEELS AND PAWS AND FLIPPERS OF YOUR DEVOTED SERVANTS!
ALL GLORY TO MAGNETO!

A panel from the Rich Corben sequence.

ists. Chris Claremont has chosen to script the first of these himself, which will be drawn by England's Brian Bolland and inked by Craig Russell. The following scene is written by STAR WARS' Jo Duffy and has complete art by THE BLACK DRAGON's John Bolton.

Then longtime collaborators Mike Baron and Steve Rude team up once more for the next scene, which will be inked by Marvel editor Carl Potts.

It is the team of Marvel editor Denny O'Neil, SOLOMON KANE's Bret Blevins, and comics great Al Williamson who do the sequence in which the X-Men finally witness the ravaging effects of the East African famine.

The story is then picked up by science fiction author George R.R. Martin and artists Herb Trimpe and John Severin, the two of whom last collaborated on RAWHIDE KID #1.

KA-ZAR's Bruce Jones and artist Gray Morrow follow next with a critical scene involving Rogue.

Next comes a suspenseful segment written by Steve Englehart of THE WEST COAST AVENGERS and THE VISION AND THE SCARLET WITCH, drawn by Paul Gulacy of SIX FROM SIRIUS, and inked by X-FACTOR's Bob Layton.

Editor-in-chief Jim Shooter comes next, with a scene penciled by Alan Weiss and inked by Josef Rubinstein.

The climax is presented by the team of writer Mike Grell, SWORDS OF THE SWASHBUCKLERS' Jackson Guice, and THE NEW MUTANTS' Steve Leialoha.

Finally, Epic Comics editor Archie Goodwin scripts the conclusion, which will be drawn by Howard Chaykin and inked by THOR's Walter Simonson.

The menace in the story is what Chris Claremont calls the Entity. "I suppose you could call it a parasite," says Chris. "I think of it as a maggot. Our misery, our anguish, our pain, our hate, and our negative emotions are what feed it. It has been existing, fat, dumb, and happy on its own plane of existence since the dawn of Earth's creation. What has changed in the last twenty years is the evolution of mutants, a new strain of human being. So basically the Entity is checking them out." The Entity plunges the X-Men into nightmarish situations, to feed on their suffering, and to determine if they pose any threat to its existence. "The X-Men go after it, and because its nexus is in northeast Africa," where the famine provides it with incalculable suffering to feed upon, "that is where the conflict comes to a head."

"The theme of the story, I suppose," Chris continues, "can be summed up in the X-Men's statement, 'We've saved the universe, and we've saved the world. Why can't we save these people?' Because they can't. They can save a few people's lives here and there for a couple of days, but they can't remake the environment. They can't summon rain where there is none, or make the desert bloom again. And the second question is, 'If we can't do anything, what is the point?' The story answers these questions.

"There will be a resolution of this story," Chris states. "The thing is, this isn't a conflict that can be resolved by punching someone's lights out. It's a different kind of fight. But that's what the X-Men specialize in: different kinds of fights. The X-MEN stories to me that are the most satisfying are the ones in which the conflict is internal, is emotional rather than physical. In this story, the X-Men are us, and they bear our response to the situation. They come to this place, and they help some people, and they go home, and that's part of their realization: that they can go home. They can go back to America, where there are growing things, where they can live and be happy and not have to worry about where the next mouthful of food is coming from. They have to realize that the only way the Entity can be destroyed is to change the human race, to change who we are fundamentally. Can that be done?"

Jim Shooter points out that MARVEL HEROES FOR HOPE is only peripherally about the East African famine. Like Chris, he believes that "The theme of the story is more about what one person, or a few people, can do to help the world. I think it will certainly inspire people to realize that one person or a few people can make a difference. I think if a person reads this book, he might be motivated to do something else for the benefit of East African relief programs or some other charitable work." Jim Starlin points out that "the whole premise of writing anything is to get people to think. In this particular case, hopefully, it will make people think to send some more money over there." And Berni Wrightson adds, "The uppermost thing in my mind is hoping this book is very successful and sells a lot of copies, and that we can make the most possible money for the cause. I realize that there is no way that a comic book is going to compete with a record album in generating money. But even so, every little bit helps."

— Peter Sanderson

Detail from one of John Bolton's pages.

THE MARVEL SAGA

THE OFFICIAL HISTORY OF THE MARVEL UNIVERSE™

by **Danny Fingeroth**

Think you know everything about the history of your favorite Marvel characters? I bet you're *wrong!*

Sure, you know that **the Fantastic Four** got their powers from cosmic rays, that a gamma-bomb explosion turned **Bruce Banner** into the incredible **Hulk**, that **the Sub-Mariner's** from Atlantis, **Doc Doom's** from Latveria and **Alpha Flight's** from Canada. You've probably got these and a zillion other facts about the Marvel Universe's history running around in your brain. But do you know what **the FF's** first adventure together *really* was? Did you know that the origins of **Alpha Flight** and **the FF** are closely related to each other? Did you know that **Jean Grey** was a student of **Professor X's** *before* he formed **the X-Men**? I'll bet you didn't know *all* those things!

You'd have to be a full-time comics historian to really get the full picture. And you'd have to be a master storyteller to take all the information about the full backgrounds and interlocking relationships of the characters that has emerged over the twenty-five "real" years that the Marvel Universe has existed and weave them into a coherent, exciting storyline

We've got 'em both. They're called **Peter Sanderson.**

Yep. *That* **Peter Sanderson** — former assistant editor to **X-MEN** editor **Ann Nocenti**, ace writer and researcher on **THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE** and crackerjack writer for this very magazine. And now **Peter** demonstrates yet *another* skill, as he combines his encyclopedic comics knowledge with a born tale-teller's sense to make a truly exciting, engrossing *story* out of Marvel's history, to truly create . . . ***THE MARVEL SAGA!***

Another of the brainchildren of **Jim Shooter**, **MARVEL SAGA** starts with **the FF's** sensational foray into space and continuing on, told for the first time, organized completely, including all significant additions and embellishments done over the years. We will now have the full story—in correct chronological order—of how the Marvel Universe came to be as it is today, incorporating facts from all 25 years of Marvel History. You could say that **SAGA's** a companion to **THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE**, taking the historical material printed ther and weaving it into the complex tapestry that is the Marvel Universe.

And while the emphasis is on accuracy and completeness, we haven't forgotten that **MARVEL SAGA** is, most importantly, a *story!* No mere dry compilation of details and dates, **MARVEL SAGA** will be an exciting read. If you've never seen the original material before, then you'll be clued in to events and facts you may have only seen alluded to before. If you were there when all the original magazines came out, I'm still certain this re-presentation will show you the material in a new and exciting way. I'm betting that even longtime Marvel maniacs learn something new.

What's the format exactly? It's a combination of typeset narration linking panels, pages and sequences from all over the place. It's most definitely not a standard reprint. To get an idea of what I'm talking about, take a look at this list of comics we've excerpted for issue #1 alone. **FANTASTIC FOUR** #s 1, 2, 271 & 273; **THE THING** #s 1 and 10; **ALPHA FLIGHT** #s 2, 3, and 12; **TALES TO ASTONISH** #s 27 and 44; and **AVENGERS** #227; for a total of 12 sources. And that's not to mention the five pages of new material (based on established information from a plethora of sources) penciled by **Ron Frenz** and inked by **Al Milgrom**, giving a brief history of the Marvel Universe before **the FF's** flight. (Not to fear, these events will be given their full due in future issues, when they become more fully relevant to the part of the saga at hand. We're doing it this way so that, while we acknowledge that there were literally *millions* of years of pre-FF history in the Marvel Universe, we also know that in a very real way Marvel history *did* begin with **the FF's** epochal flight, and so that event is really the launching point (sorry) for **SAGA**. But as each important character or event is first brought on stage, we *will* give their full story, just as a history of the United States would wait until **George Washington's** first historically significant appearance to tell you about his chopping down the cherry tree as a child.

The cover to the first issue, by the way, is a sensational wraparound poster by **Ron Frenz** and **Bob Layton**, featuring an awesome array of folks from that issue. It's a beauty. But I digress.

What's coming up in future issues? Well, issue #2 has, among many other events, **the FF's** first battle with the sinister **Skrulls**; the origin of **the Hulk**; the beginning of the origin of **Spider-Man**; and the world's re-introduction to the mighty **Sub-Mariner**.

Issue #3 features the climax of **Spidey's** origin, as well as the definitive origins of **Doctor Doom** and **the Sub-Mariner**, culled from a wide variety of sources

Issue #4 spotlights **Professor Charles Xavier** and the man called **Cyclops**, as we examine the period when mutants began to take on great importance in the Marvel Universe

But hey, you're probably wondering, how does this guy know so much about **MARVEL SAGA**? I'm *editing* this whole shebang. **SAGA** is an exciting enough project to me that, even though I'm a frantic freelancer these days, I just couldn't resist getting involved with it. And it has been great fun, pondering, discussing and maybe once in a great while—like daily—arguing with **Peter** and **Jim** and the Bullpen assembled over just what should be included in this definitive history. Give it a try. Once folks see it, I've no doubt they'll come back for more.

And if anyone should stop you on the street and ask you what **the FF's** first adventure *really* was — you'll know

THE MARVEL AGE

1969 (Part II)

by **Adam Philips**

In our last episode, we talked about 1969 Marvel comics A through D — that is, **THE AVENGERS, CAPTAIN AMERICA, CAPTAIN MARVEL, DAREDEVIL** and **DOCTOR STRANGE.** Let's turn back the clock again, and pick up with the letter F. (Neither **EPIC ILLUSTRATED** nor **THE ETERNALS** had started yet.) Ready or not, it's 1969!

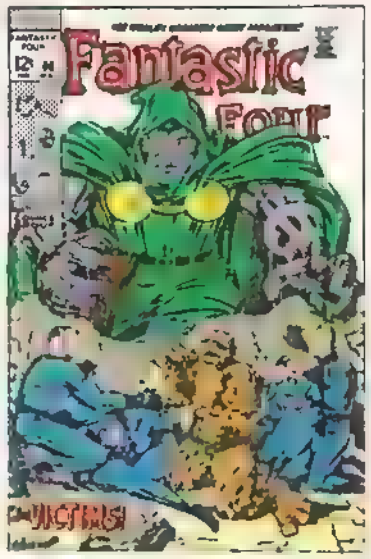
The Fantastic Four spent a lot of time being held captive over the course of 1969, courtesy of **Stan Lee, Jack Kirby** and **Joe Sinnott**, who were packing more power into the **FF's** pages than there was in the entire *Congressional Record!* **Maximus the Mad** got first crack at them, when **Crystal** decided that she had to return to the Great Refuge to get **Black Bolt's** permission to sign on with the **FF.** What she didn't know was that **Maximus** had taken the royal family hostage, and gained control of the Refuge. When the **FF** (minus **Sue**, who was not yet ready to rejoin the team after giving birth to **Franklin**) realized what had happened, they took off for the Refuge, only to be captured as well. Eventually both **the FF** and **the Inhumans** escaped their respective prisons and, together, stopped **Maximus** from using the Hypno-ray, with which he planned to conquer the world. On the way back to civilization, **the FF** were intercepted by **Nick Fury**, who wanted them to enter Latveria to rescue one of **S.H.I.E.L.D.'s** agents. The team agreed, and on crossing the border into **Dr. Doom's** realm they were immediately captured by a team of deadly robots. **The FF** found themselves in a peaceful Latverian village, where they were very quietly — but determinedly — being held prisoner. The village was **Doom's** target for testing an army of his latest robots, and **the FF** were of little help — **Doom** had nullified their powers! The team beat the robots by sending them flying into a river with one of **Doom's** own devices, but the mad despot was determined to finish the town and **the FF** off by blowing the entire village off the map. Only the last minute arrival of **Sue Richards** saved them; **Sue's** force field withstood the blast and

enabled the team to invade **Doom's** castle in order to free the agent. The brief battle in the castle ended in a stalemate, and **the FF** escaped Latveria with the agent. Another old enemy — their oldest, in fact — turned up next, as the *five*-member **Fantastic Four** returned to the states and went house hunting. They were looking for a peaceful spot for little **Franklin** to grow up — but what they found was a bizarre house which turned out to be part of **the Mole Man's** underground mazes! It contained a ray with which he intended to blind the world, and while **the Mole Man** never actually captured the team, he certainly gave them a run for their money! Then only one of the group was captured — **Ben Grimm**, who was tricked by a Skrull disguised as **Reed Richards!** The Skrull blasted **Ben** into unconsciousness, and took him to the planet Kral, which was inhabited by some really odd **Skrulls** — who had patterned their lives after Earth's 1930's gangster era. **Boss Barker** bought **the Thing** to fight in gladiatorial matches, and pitted him against **Torgo**, a robot who was programmed to kill his opponents! The rest of the team, once again without **Sue**, followed **Ben** to Kral, and freed him during his fight with **Torgo.** The team took off for Earth again while the slaves revolted on Kral, and **the Fantastic Four's** New Year's resolution for 1970 was . . . not to get taken captive so often!

1969 found the incredible **Hulk** taking on all comers, including some of his oldest and deadliest foes. **Stan Lee** and **Herb Trimpe** were determined to make 1969 a year no fan of the jade giant's could forget. For starters, **the Hulk**, who was returning from space, crash-landed in the middle of the desert. In fact, he landed on **the Sandman**, in his sand form, who was on his way to steal an experimental missile from Gamma Base, and after briefly fighting **the Hulk** convinced him that the Base was their common

enemy. The Sandman escaped, and as the Hulk was gassed by the Army, a mysterious helicopter swooped down and took him — along with Betty Ross — to the hideout of the Mandarin! The oriental mastermind had teamed up with the Sandman, and had sworn to get revenge on the Hulk after their previous battle. The story ended on a strange note: the Mandarin simply disappeared, and the Sandman had been turned into glass! He was pushed into a vat which contained a bizarre chemical by the Mandarin, as the price for failing to beat the green goliath. It was soon afterward that the Hulk's deadliest foe, the Leader, convinced Thunderbolt Ross that only he could stop the Hulk. Ross gave him access to the base, and before you could say "*Jack Abel,*" the Leader had taken over the entire base! Through his Super-Humanoid, the green skinned genius captured the Hulk, and suspended him in a blob! Through sheer force of effort the Hulk escaped, and stopped the Leader's plan to take over the world after devastating it in a nuclear holocaust! The Leader's missiles were wiped out — but ol' Greenskin was pretty wiped out himself — in fact, he turned back to Banner in the middle of the ocean! But then it was "Memory Lane" time, as Lady Dorma found the semi-conscious Bruce Banner bobbing in the middle of the ocean, and the Hulk had a brief run-in with his old TALES TO ASTONISH co-star, the Sub-Mariner! The half-ton heap o' hate took the long way home, stopping off in the Great Refuge, where he helped out Inhumans in need, but soon made his way back to civilization, to visit the Fantastic Four. Banner had decided that only Reed Richards could rid him of his curse, and together they found a way for Banner to control his changes, and to have mental dominance in the Hulk's form. Unfortunately, the Leader ruined all their efforts with the help of his insidious nerve ray gun! The end of the year found the Hulk right back where he started, struggling just to survive amidst an unfriendly world!

Meanwhile, in the world of high finance, Tony (Iron Man) Stark was having all sorts of problems: his health, romances and status as a super hero were all on shaky ground during 1969. Writer Archie Goodwin pulled out all the stops to make Iron Man's life a rough one, and his artistic colleagues George Tuska and Johnny Craig handled it all beautifully. First Iron Man's arch-enemy, the Mandarin, sent a robot version of the Hulk to capture Janice Cord, Tony's heart-throb. The robot couldn't stand up to the power of Iron Man, but it served its purpose — giving the Mandarin the evidence he needed to deduce the golden Avenger's secret ID. He made use of the knowledge right away, socking Tony with the power of the press! He had Stark branded a traitor, and set S.H.I.E.L.D. on his heels! Tony couldn't fight back — as to prove his innocence, he'd have to reveal that he was Iron Man! Only a clever ruse, in which the Mandarin caught I.M. and unmasked him — and the face under the helmet *wasn't* Stark's — saved him. The Mandarin's subterfuge was exposed — thanks to a lifelike rubber mask! Iron Man then ran face first into a new villain, the Controller, who had taken an entire town as his mind

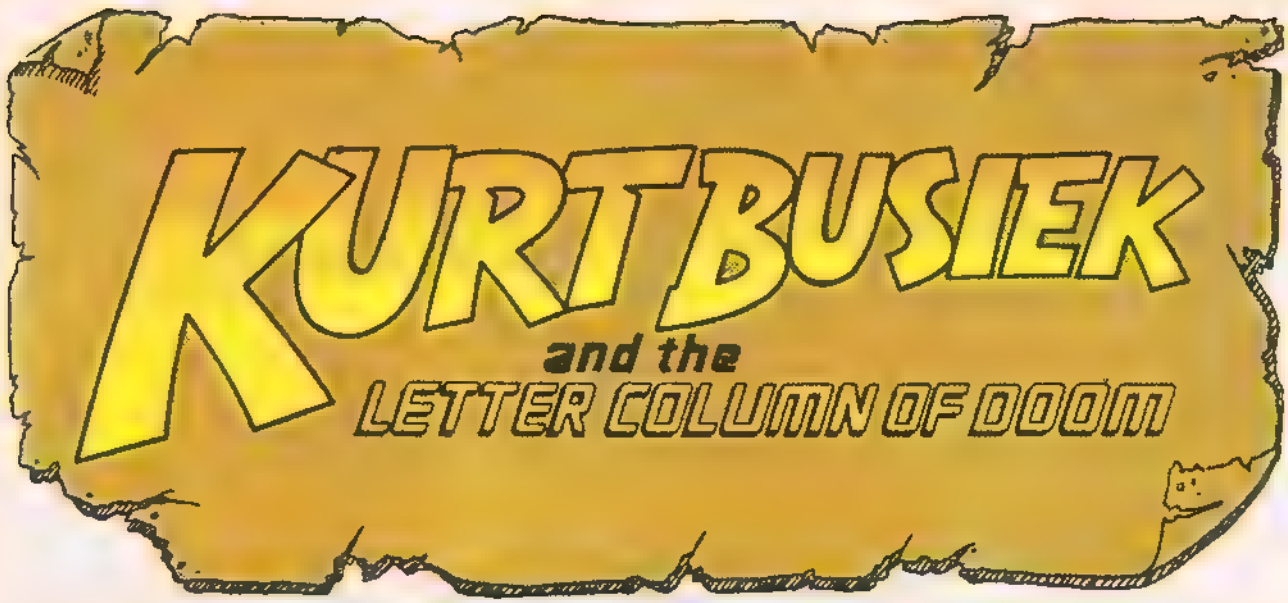


slaves, using their psychic energy to give himself super-strength. The Controller intended to keep adding slaves to his collection, from every nearby city, until he would be unbeatable! He hijacked a train bound for New York City, and placed his mind-controlling machines and slaves on board. While Iron Man fought him, S.H.I.E.L.D. agent Jasper Sitwell uncoupled the cars with the equipment aboard, and the Controller, out of range of his power source, was soon subdued. In the aftermath, Tony decided that the combination of his fragile heart and his double identity made it unfair to any woman to be involved with him. He stopped seeing Janice, and she began romancing Alex Niven, who would later become the Crimson Dynamo! Another new villain named Midas, who wanted to be the richest man in the world, used Morgan Stark (Tony's cousin) to find a way to destroy Stark Industries. Madame Masque, last seen as Maggia leader Whitney Frost, was sent to destroy the complex, but only managed to accidentally make one of Stark's look-alike L.M.D.'s go berserk. The L.M.D. took over Stark Industries, and Tony was left out in the street with a failing heart. Tony beat the L.M.D. by wearing one of his old Iron Man suits, but needed emergency heart surgery, which saved him, and for the first time made it possible for him to live without his life-sustaining chest-plate. No sooner was his condition stable, then Tony was kidnapped by Midas for a final showdown in the madman's own palace. While stopping Midas, Tony began an uneasy alliance and romance with Madame Masque, whose scarred face and heartbroken past made her wary of affection — especially from a world-famous womanizer! Tony's life at the end of 1969 was, if anything, more chaotic than it was at the beginning!

Sgt. Nick Fury, leader of the Howling Commandos, spent 1969 in 1943! Whatever the year, it was a busy one! We learned about Nick's basic training, and got to see him save one of his Howlers, Eric Koenig, from being branded a traitor! We saw guest-stars, like Captain Savage's Leatherneck Raiders and Bull McGinvey's Marauders — and even witnessed some of the character mini-dramas that Marvel's war comics were famous for, as we saw the tale of a pacifist trying to keep to his beliefs as a world war raged around him. World travel was in, of course, as the Howlers travelled to the Russian Front, Morocco, and had an adventure on the homefront as well! But the biggest news of '69 was John Severin, who inked all the stories over Dick Ayers' pencils. Severin's inking added a new sense of realism to the art, and made the Howlers come alive as they fought for justice and freedom in the Forties!

As the commander of S.H.I.E.L.D., Nick Fury spent 1969 in '69 also, and was on the run for most of it! After facing the Hate Monger, Nick was labeled a traitor, in another early story drawn by Barry Windsor-Smith. It turned out to be a set up of the Super Patriot, and eventually Hydra went after Fury as well. Nick rejoined S.H.I.E.L.D. and narrowly avoided being assassinated in the final new issue of S.H.I.E.L.D. (three reprint issues followed, but it was the last original issue — until 1985's forthcoming Limited Series!). While S.H.I.E.L.D. no longer had its own title, the agency continued to show up as an integral part of the Marvel Universe, in titles such as IRON MAN, THE FANTASTIC FOUR, THE AVENGERS, and many others.

Next: the conclusion of our look at 1969, with some of Marvel's heaviest hitters — the Silver Surfer, Spider-Man, the Sub-Mariner, Thor and everybody's favorite mutants, the X-Men! Be here!



Send your letters to **MARVEL AGE MAGAZINE**, % Marvel Comics Group,
387 Park Avenue South, New York, New York, 10016

What a title, huh? *Steven P. Charle Jr.* of Coral Springs, Florida, actually sent it in as a suggestion — and after being locked in the bound volume cabinets for a few days, *Jim Salicrup* said "Go ahead and use it!" Boy, it looks great. Wow. Thanks *Steven!*

Just a reminder that if you'd like to see a title of your own devising up there — think one up and send it in! We do need a new title every month, after all!

And now, your letters . . .

Dear Marvelites,

Ha Ha Ha, very funny! I fell for your phony Marvel Coming Attractions in **MARVEL AGE MAGAZINE** #28. You fooled me with some of your good titles, for instance **HAVOK AND POLARIS** and also the **COLOSSUS Limited Series**. You Marvelites fooled my friend **Rob** and me pretty good. Having not read the shipping dates, we read more into **MARVEL AGE MAGAZINE** #28 than we should. We got a little suspicious with **MUTANT MUPPETS**. We saw some weird ones like **JARVIS THE BUTLER Limited Series** and **AUNT MAY**. Then I saw a real weird one — **OLD MUTANTS**?! Then the weirdest Coming Attraction in the book — **MTV**?!! **Martha Quinn, Boy George** and **Dazzler** versus **the Juggernaut**?

The next time I read my **MARVEL AGE MAGAZINE** I looked for the shipping date for the **HAVOK AND POLARIS Limited Series** and finally noticed they were "Not Shipping Now or Ever." Was I ever peeved!

Well, the moral of the story is: Always read the shipping dates for **MARVEL AGE MAGAZINE**'s Coming Attractions in the month of April.

Noah Martin
New Haven, CT

We've got to admit — the "*Not The Marvel Coming Attractions*" feature garnered a flood of mail, just about all of it positive. Some of you wanted us to make it a regular feature in *MARVEL AGE MAGAZINE*, and some of you would like to see some of those magazines actually come out — the big contender is *MUTANT MUPPETS*, for some reason!

Well . . . April Fool's Day comes once a year, and we *will* have to come up with something for next year. But if you're expecting it, it's not the same, somehow. So we'll just have to wait and see what happens . . .

Dear Marvel,

I'd like to start my letter by saying that Marvel Comics has been, is now, and always will be the number one comics group in my regard!

But since I am a girl (I'm 15) my parents and some of my friends think that it's very unusual and "not right" for me to be reading and collecting comics. They say, "Only *boys* read comics, and you're weird if you do!" I tell them that I enjoy reading comics, and it doesn't matter if I'm a girl or not! Yes, I've been saying this over and over, but they just don't seem to understand how I feel about comics, and how much I treasure my collection. Please give me some advice on what I should do, and if you think girls should read comics.

Marisa Antonello
64 Cromwell Crescent
Hamilton, Ontario
CANADA

Well, *Marisa*, we don't think you're weird if you read comics. With comics pros such as *Louise Simonson*, *Jo Duffy*, *Ann Nocenti*, *June Brigman*, *Mary Wilshire*, *Roseemary McCormick-Lowy*, *Pat Blevins*, *Janice Chiang*, *Janet Jackson*, *Bobbie Chase*, *Julianna Ferriter*, *Wendy Pini*, *Pat Redding* and *Marie Severin* around, how could we? It's true that more boys than girls read comics, but with titles like *MISTY*, *THE X-MEN*, *POWER PACK* and *THE VISION AND THE SCARLET WITCH*, we're trying to change that.

What we'd suggest is that you stick to your guns, point out that with women writing and drawing comics, it's more than okay for girls to read them, and maybe try to get your parents and friends to read some of the comics you like best — so they can see what it is about them that makes you like them so much.

Beyond that, we're not sure what to do. So we'll throw the question out to our other female readers out there. If you're a girl who reads comics, please write in and tell us how you deal with people who say "Only boys read comics." And as long as you're writing in, how about telling us which comics you like most, and what kind of comics you think we should publish to make it clear that the "No Girls Allowed" sign is long gone from the comics industry.

Dear **MARVEL AGE MAGAZINE**,

I've thought of an idea which could be used as a supplement to **THE OFFICIAL MARVEL TRY-OUT BOOK**. It would really help the practicing artists of the world if you would release copies of old scripts of comics which have already been published.

This would give the artists a chance

to do their own work and then compare it to the way it was done by a professional. It would also give writers more examples of professionally written stories.

Joel Kazalski
17 Johnson St.
Bainbridge, NY 13733

Tell you what, *Joel*. We'll devote an installment of the *New Talent Department* to just that question soon. We'll run at least a few pages from a professional plot or two, so that aspiring writers can see the format and aspiring writers can compare their work to a real published story. Good enough?

Dear **MARVEL AGE MAGAZINE**,

I just wanted to tell you that I think **MARVEL AGE MAGAZINE** is one of the best ideas you guys have ever come up with. It certainly helps out us Marvel fanatics who can never get enough news and fun. It's great — keep it up! I also loved your *Not The Marvel Coming Attractions* in **MARVEL AGE MAGAZINE** #28. Do that more often.

Oh, can I make a suggestion? How about an interview with **Roger Stern**, who is far and away my favorite writer? Boy, would I love to see him write **Spider-Man** again someday!

Todd Erickson
2106 Midlothian Rd.
Roseville, MN 55113

It's in the works, *Todd!* As soon as schedules permit, we'll have a *MARVEL AGE MAGAZINE* writer sit down with the esteemed *Mr. Stern* for a chat about everything from writing *THE AVENGERS* to editing *THE X-MEN!* How's that for service?

And now . . . well, we don't have a '*Wolverine's Bones*' question this month (or a '*Mutant Blow-Out*' suggestion), but we do have a *Wolverine* question:

Dear **MARVEL AGE MAGAZINE**,

Is **Wolverine** really in **Alpha Flight** or **the X-Men**? In **ALPHA FLIGHT** #16 it says, "Who will be the leader?" and it has **Wolverine** in the picture. And in **X-MEN** #190 it doesn't have **Wolverine's** picture in the corner box

Chad Albers
1103 Pine Grove Lane
Lake City, MN

***Wolverine* is an *X-Man*, *Chad*. However, he was part of the *Alpha Flight* project when the Canadian government began it, and was originally intended to be the team's leader. So *Wolverine* has a lot of friends in *Alpha Flight*, and helps out from time to time. But he's an *X-Man*, and has been one since *GIANT-SIZED X-MEN* #1, back in 1974.**

Dear Marvel,

Miracle Man is dead, **the Enforcer** is dead (I assume), and by whom? Some unknown vigilante group so far made up of a hippie and a bag lady!

After seeing this I have only one question. Who's next?

Iggy McCullough
5708 Kennedy St.
Riverdale, MD 20737

By now you should have seen who's next, *Iggy*. The question now is: Where will it end?

Dear Marvel,

Is **the Silver Surfer** going to stay in the back of your minds forever? Bring him back — he deserves to be on the super hero beat. I'm sure there are many dedicated readers that agree with me when I say, "Give **the Silver Surfer** a new beginning!"

Matt Dretsch
904 W. Co. Rd. D
New Brighton, MN 55112

One of the nice things about *Jim Salicrup's* being the editor of *MARVEL AGE MAGAZINE* is that *Jim* is also the editor of the upcoming *SILVER SURFER* 12-part Limited Series — and that makes it easy to snitch some artwork to give you a preview of what's coming up! The Limited Series is written by *Steve Englehart*, with art by *John Buscema* and *Jack Abel* — and doesn't it look great? We'll be doing a full preview here in a couple of months, but in the meantime, how's this for a sneak peek?

Dear **MARVEL AGE MAGAZINE**,

Congratulations on another great issue of **MARVEL AGE MAGAZINE**! This was the best issue ever made! I beg you, keep the *Not The Marvel Coming Attractions!* Some of the descriptions of our favorite Marvel titles were hilarious!

Speaking of hilarious, *Hembeck's Page* was great. Congrats, **Fred**!

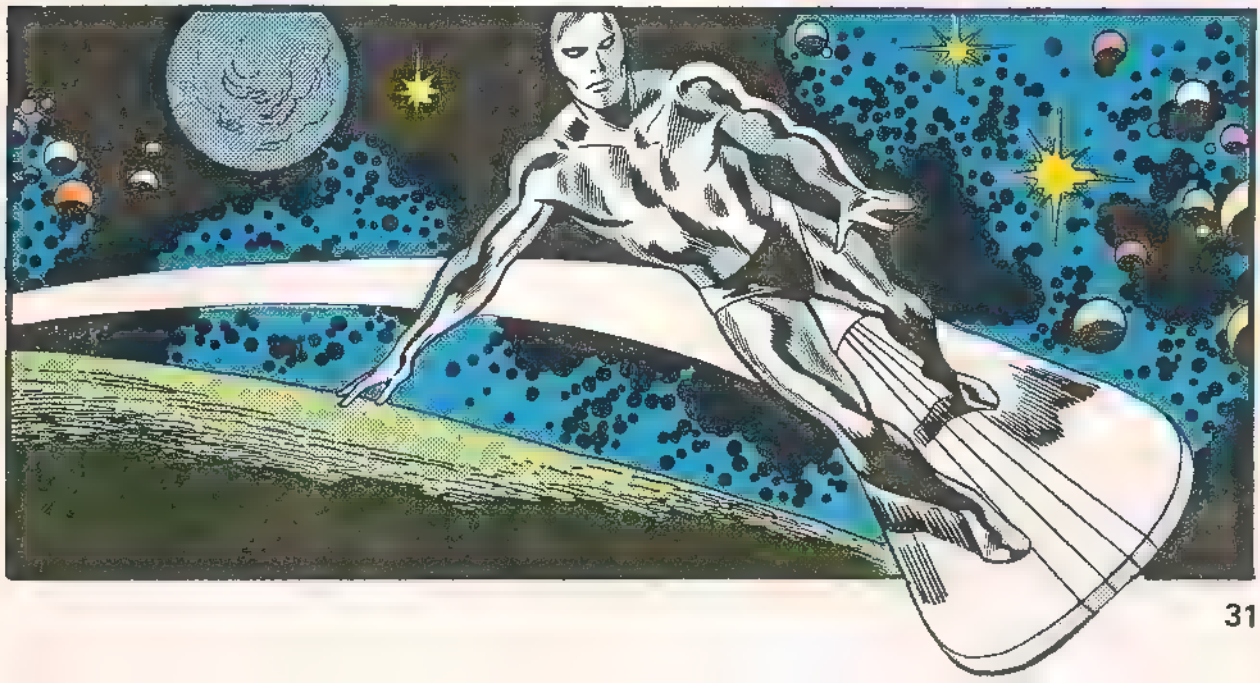
As I was reading the letter column I saw a letter written by **Eric Hatch** saying he started a comic club. **Eric** (and the rest of the Columbia Comic Book Club) if you are reading this, please write to me about your club and how I might become a member

Well, everyone, keep up the fantastic work. Gotta bamf, Excelsior and 'Nuff Said.

Mario Esparza
5848 Helena Strav.
Tucson. AZ 85706

Dear **MARVEL AGE MAGAZINE**,

I am writing concerning felt-tip markers used as an inking tool. Are markers acceptable as an inking tool? If so, are there special kinds which should be used?



I recently purchased **THE OFFICIAL MARVEL TRY-OUT BOOK**, and found that my markers did not make very dark lines on the paper and did not show up very well. If you can't help me with this could you please refer me to someone who can?

Keep up the great work on **MARVEL AGE MAGAZINE**.

Joe Gravel
R.R. #4
Stirling, Ontario
CANADA K0K-3E0

Well, Joe, there are a few comics pros who use markers to ink with, but most use brushes and crowquill or technical pens, or some other implement that uses india ink, which will show up very black indeed on the *TRY-OUT BOOK* pages. A #3 red sable brush seems to be the favored brush. Whatever you use, it's the results that matter more than the tools. We suggest that you talk to an art teacher at school or someone at an art supply store, and they'll be able to tell you what works best and what doesn't in far more detail than we have space for.

Good luck!

Dear **MARVEL AGE MAGAZINE**,

I see by #27 that there will be a **SECRET WARS II**. I can see the next one now: **SECRET WARS III: THE JUNIOR EDITION**. The **New Mutants**, **Power Pack**, **Kitty Pryde** and **Franklin Richards** versus the new **Doctor Doom** and the **Hellions**. And let us not forget **Aunt May** to babysit. They are all pulled to the **Beyonder's** planet by the **Beyonder's** younger brother **Billy**.

Chris Day
1204 Goth lane
Silver Spring, MD 20904

Well, if we managed to leave something out of the *Not The Coming Attractions*, you've certainly rectified that, *Chris*. The Bullpen got a big chuckle out of your suggestion — but what are we going to do for *SECRET WARS IV: THE SPORTS EDITION*?

Dear Marvel,

I lust love the artists at Marvel. But the only work of theirs we ever get to see is the finished pictures. How about a *Marvel Sketchbook* department in **MARVEL AGE MAGAZINE**?

Joseph Norman
19742 Grandville
Detroit, MI 48219

That's a good possibility, *Joseph!* We've been brainstorming a few odd features for *MARVEL AGE MAGAZINE* of late, and yours is certainly in the list! Keep watching our *MARVEL AGEnda*, and see what happens!

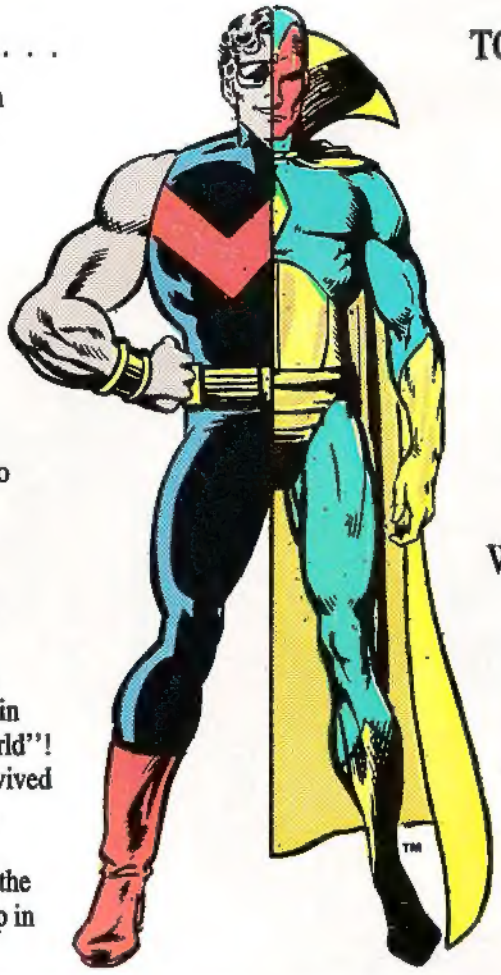
And that's it for another thrilling chapter in the continuing saga of "Letters To *Marvel Age!*" Tune in again next time, for more thrills, chills, and (unless we can avoid it) an occasional typo or two! *WHO* will name the letter column? *WHAT* will be in *the Top Ten*? *WHEN* will the next Marvel Graphic Novel ship? *WHERE* will *SECRET WARS II* be tying in next? *WHY* does *Forbush-Man* wear a saucepan on his head? For the answers to all but one of those questions, don't you dare miss the magazine we had to call . . . *MARVEL AGE MAGAZINE* #33!

*Some character designs (by **Sal Buscema**) of **Lord Ghaur** for the **ETERNALS Limited Series**. Howzat, **Joseph Norman**?*

HISTORY IN THE MAKING!

IT ALL STARTED . . .

— when Dr. Phineas Horton created the original Human Torch in 1939!
— when Thor, Iron Man, Ant-Man, the Wasp and the Hulk banded together as the Avengers!
— when Simon Williams became the ionically-powered Wonder Man and sacrificed his life to save the Avengers!
— when the robotic Ultron rebuilt the original Human Torch, making him into the Vision!
— when the Vision and the Scarlet Witch were married in defiance of the "normal world"!
— when the Black Talon revived Wonder Man — with more power than ever before!
— when the Vision created the *West Coast* Avengers to help in the battle for justice.



TODAY IT CONTINUES!

The West Coast Avengers determined to fill out their roster, are searching for a sixth member!
The Vision and the Scarlet Witch are living a peaceful life in suburbia, looking forward to settling down . . . and starting a family!
But sinister forces have gathered — forces that threaten the Vision, the Scarlet Witch, and the West Coast Avengers!

WHERE WILL IT END?

It's a story that began in the very first Marvel comic . . . and continues in . . . THE WEST COAST AVENGERS and VISION AND THE SCARLET WITCH.
The first two issues of both combine to form one 122-page epic debut, bringing together more than 45 years of comics history — and hurling it full force into the future!

HAWKEYE MOCKINGBIRD IRON MAN TIGRA WONDER MAN VISION SCARLET WITCH ULTRON GRIM REAPER NEKRA

The West Coast Avengers

By Steve Englehart, Al Milgrom and Joe Sinnott

TWO Titanic Titles! One Colossal EPIC!

MARVEL®

THE VISION and the Scarlet Witch

A Twelve Part Limited Series

By Steve Englehart, Richard Howell and Andy Mushynsky

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THE MARVEL AGE 1985 CALENDAR

AUGUST

JIM SALICRUP-- WRITER
RON ZALME-- ARTIST
ANDY YANCHUS--COLORIST

SUNDAY	MONDAY	TUESDAY
A FUNNY THING HAPPENS ON THE WAY TO THE BEACH... ...THEY MEET!	SHE DROPS HER SUN TAN OIL... OOPS!	...HE PICKS IT
4	5 WHAT EVER HAPPENED TO HOMER THE HAPPY GHOST? BOO HOO!	6
11 MEET WILLIE LUMPKIN, THE FF'S MAILMAN... HAS ANYONE SEEN THE BAXTER BUILDING LATELY? MAIL	12	13 HAPPY BIRTHD JIM MOONE
18 GOONI POWER PACK GOES TO THE MOVIES!	19 HAPPY BIRTHDAY, GEORGE ROUSSOS! TODAY'S MY DAY OFF. I'LL ONLY COLOR TWO BOOKS THEN!	20
25	26 SATURDAY IS RICK PARKER'S BIRTHDAY!	27 HAPP BIRTH DON PERC

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WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
...BUT... YIKES! RRUMBL ISN'T IT ROMANTIC?	1	2 'ALLO! I'M BATROC ZEE LEPAIR -- THE VILLAIN OU JOUR!	3
7 WE KNOW THAT BOB MCLEOD'S BIRTHDAY ISN'T UNTIL THE NINTH...	8 ...SO IS RICK LEONARDI'S...	9 ...BUT TODAY IS ALYCE GORDON'S BIRTHDAY, AND HELL HATH NO FURY LIKE A SECRETARY SCORNED!	10 HAPPY BIRTHDAY, CHRISTIE SCHEELE!
14 LOOK OUT! HERE COMES ANOTHER TIE-IN!	SECRET WARS II CONTINUES IN THIS CALENDAR	16 WHY IS "FRIDAY"? WHY IS "16"? WHY IS "MARVEL AGE"?	17 HAPPY BIRTHDAY, JOHN ROMITA JR.! FROM ONE J.R. TO ANOTHER!
21 HAPPY BIRTHDAY, MARIE SEVERIN!	22 TOMORROW IS TERRY AUSTIN'S BIRTHDAY! ARF! DAILY HOWL ABEL STILL AT LARGE	23 HAPPY BIRTHDAY, VIRGO!	DID YOU KNOW THAT 1985 IS MARVEL'S 24th ANNIVERSARY?!
28 HAPPY BIRTHDAY, JACK KIRBY! YOU'RE STILL THE KING!	29 SEE NO EVIL!	30 SPEAK NO EVIL!	31 HEAR NO EVIL! EH?

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